

ISSUE 13

NOV 96



SEGA
No.1 FOR
SATURN

£2.75

MAGAZINE

DAYTONA
CHAMPIONSHIP
CIRCUIT EDITION

Gentlemen Start
Your Engines!

TOMB
RAIDER

First Review Inside!

Street Fighter Alpha 2

The Exclusive Review!

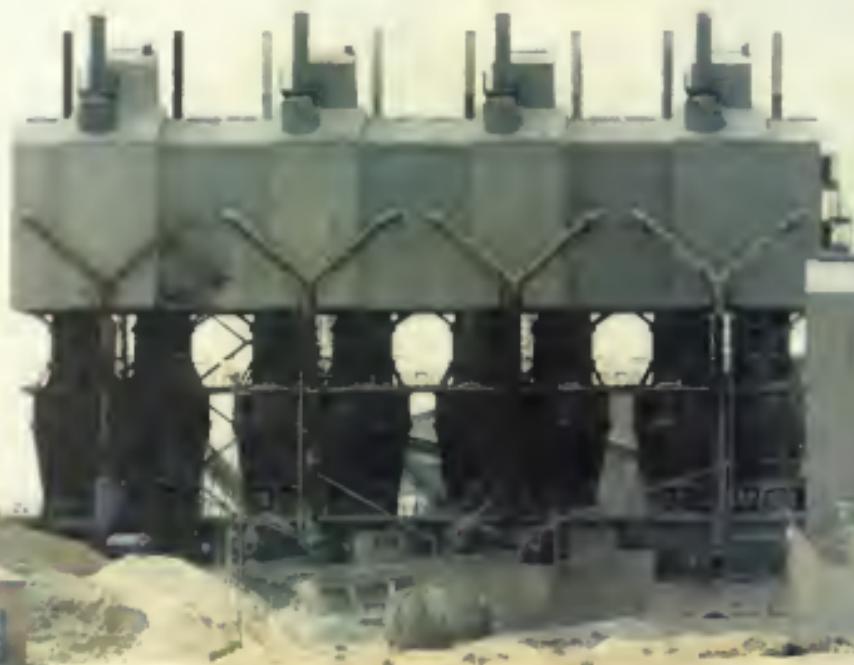
Capcom
Sequel
Comes Out
Fighting!



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PLUS! FIGHTING VIPERS: AM2 INTERVIEWED VIRTUAL ON DARK SAVIOUR HEXEN SEGA
TOURING CAR CHAMPIONSHIP VIRTUA FIGHTER 3 SCORCHER ULTIMATE EXHUMED TIPS

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SEGA SATURN MAGAZINE USE
DOLBY SURROUND
TO TEST ALL SOFTWARE

COVER STORY

3B STREET FIGHTER ALPHA 2

The legendary Street Fighter crew returns once more and Sega Saturn Megamix are first on the base as usual. In this in-depth showcase we introduce all of the new characters, reveal some of the latest moves and prepare you for combat.



COMING SOON

14 VIRTUAL ON

Robots – we love 'em at Sega Saturn Magazine, especially when they're involved in creating manifold destruction. In Virtual On they do just that, so check out our four pages of coverage on these giant metal warriors.

1B REAL BOUT FATAL FURY

Stringy how things happen, really isn't it? After waiting ages for Doom to arrive on the Saturn, up pops Herken just behind it. A bit like Ibaiza really. Anyway, Sega Saturn Magazine gives you a taste of this id classic.

22 DARK SAVIOUR

With this epic RPG now complete, Saturn Mag enters 'Ullens Island' with a view to finding a way out again. See how we get on with this much-touted 3D adventure game.



SUBSCRIPTION RATES

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COIN-OPERATED

S2 STREET FIGHTER

VERSUS X-MEN

Capcom's latest coin-op is a combination of two of its legendary beat 'em ups, and it's looking absolutely awesome. At long last we get the chance to discover who is the handiest: the Street Fighters or the X-Men. Cool.

88 SEGA TOURING CAR CHAMPIONSHIP

Exclusively revealed in last month's issue, we take a closer look at the latest racing game to issue forth from the AM stable. Is this the game to end Sega Rally's mandate?

58 VIRTUA FIGHTER 3

For those with an insatiable appetite for fighting games – all of us probably – you've got six pages of coverage on the latest Virtua Fighter instalment. We even show you how to execute some of the new moves on offer!



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44 FIGHTING VIPERS

Continuing on from last month's in-depth coverage, we continue to inspect each of the characters in detail, listing their moves and offering a spot of advice on combat techniques.

52 TOMB RAIDER

With the game now complete it's time to put on the thinking shorts and cut a path through some of Tomb Raider's beat-up, dangerous and puzzling environments.

55 FIGHTING VIPERS INTERVIEW

Because Fighting Vipers is so ace, Sega Saturn Magazine wanted to know more. And being the investigating souls we are, we caught up with Hiroshi Kotakubo, AM2's big cheese for an interview.

60 DAYTONA USA (CC EDITION)

After we brought you exclusive shots of the much awaited Daytona sequel last month, we thought we ought to bring you all happy with some more coverage. So here it is!



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NEWS

You just can't beat a bit of Doom's coverage can you? Well, in our pursuit of the ultimate Saturn gaming magazine experience, we present this latest issue for your perusal. However rather than rehash what sections of the mag I'm particularly happy with this month, I've decided instead to make a statement about Doom. The DOOM clone OUT NOW on Saturn. Well, as a PC-owner and a big Quake fan I just have to say that I am mightily impressed with what the Saturn is achieving with this game. Quite frankly, it's brilliant. The DO is Inevitably fast, but it's the design of the game that makes it so great - you won't find a more cannibalistically crafted adventure on Saturn. Or PC for that matter. We've had a disgusting amount of mail from people who are ready to pass up DOOMed and get DOOM instead because they "don't like the look of it". Well, GET YOUR EYES TESTED (because looks... and play... are absolutely brilliant). Go out now. Buy it. Make it a top seller. Then perhaps GT Interactive will see sense and get Satanic Instruments created to do Satanic Quake...

Excellent!
Richard Leadbetter, Editor



Call The Cops! Virtua Cop 2 Is Almost Here!



FREE PLAY PRESS START



Is your timer counting? The party's over!



Hey there! assessment time is up (the pipper!)



06

Anyone who's been playing Virtua Cop 2 in the arcades could tell you just how snap this shoot 'em up sequel looks. Now with the game nearing completion, we at SEGA SATURN MAGAZINE have been given exclusive access to the third and final episode. In the game. Needless to say, it's looking awesome.

In Issue #4 we revealed screenshots from the first two stages in Virtua Cop 2. Everyone agreed that they looked almost identical to the arcade, and this is equally true of the third and final stage in the game. Having passed the referee's gauntlet of hoodlums across town, everywhere from the subway to a car chase around the city streets, the action now centres on the underground and the final attempt to follow the gun-toting crooks to their hideout.

NOTES FROM THE UNDERGROUND

File the last tale Sheet Out begins with our bumbling Dirty Harry-type moaning his way down the stairs while enemies pop out from behind walls in ever-increasing numbers. Once the ticket barrier has been repelled and the platform cleared of unwanted scum, it's onto the train itself for a crazy ride to the gang-lair. Fortunately all this shooting doesn't take place in the rush hour. If it did there'd be thousands of dead stockbrokers, secretaries and accountants plumped over seats, and lots of dislodged news papers and briefcases. Instead you've got to contend with gang members popping up from behind seats occasionally with an arm tightly held about the neck of an unfortuniate commuter come-hostage.

OVERGROUND ON THE UNDERGROUND

The action on the tube (or the subway as Americans call it) gets all the more tense when the constant shot-for-shot mayhem moves onto the roof of the train. Enemies race there soon to be must heads between the carriages while you go racing towards the station. There's also plenty of hanging out of the side windows of the train, your feet flinging their guns desparately as they take a bullet to



the chest! Once you come crawling into the station the action continues on the platform. There was some speculation as to whether Sega would include all the detail from the arcade but in the action on the trials shows, there were never any doubt as far as Sega's A&E department were concerned.

GO AHEAD PUNK! SHOW ME THE WAY

After all the thrills of the train ride it's a matter of following the gang to their hide-out. This involves crawling along inconspicuous grey corridors while the underground finest come crashing down through the ceiling and the like. These are some really nice touches - like bullet holes left in the wall when you miss - which make VC2 cut as not only more detailed than its predecessor but the ultimate shooting game on any console. Unfortunately we can tell you little more than this about the final scenes because after all we don't want to spoil the surprise.

JUSTICE IS DONE

Just like the original Virtua Cop, there's plenty of different bonuses about. You'll witness the return of the 'Justice Shot' which awards you with extra points if you do the decent thing and shoot enemies in the hand holding their weapon, rather than mow them down in an indignant wrath. Obviously this means there's more room to work on your accuracy and nick up the points of course. Just like Virtua Cop maximizing your score opens up further options, even when you've closed the game. There's a huge amount of secret modes and such to uncover, but we've been sworn to secrecy.

What we will say though is that they are well worth uncovering. That's all on Virtua Cop 2 for now but know this all you Saturn faithful out there - next month we're really going to be going to town on the game with extensive coverage of each and every aspect of this ultimate trigger happy cop.



It had him in my sights. He was towering just behind a car, aiming real hard. I knew I only had the one bullet left. It I missed...I brushed that idea off. When you do my kind of job it isn't good to think like that too much. So I just took my aim, waited, and pulled the trigger. His body stampeded like a sack of old clothes onto the sidewalk. I didn't feel bad. It was a simple choice; him or me. Hell me, not biggup.



These bonuses types you out of just about everywhere so keep 'em peeled 'Policers'.



ESP

One of Japan's greatest independent software developers have joined together to form a powerful games card known as ESP (Entertainment Software Publishing). The consortium in question are: Konami, Irvi, Irem, Nippon, Eolith, Gung, Japan Art Works, Bandai, Onsoft, Orion, ESI and Bits Laboratory. Most of the games planned for release seem to be RPGs, with some arts' answer-looking drama game (its first up for review). Developers are working on an action game whilst Quintet have a racing game in development.

SEGA AGES IN ONE AGE

It's confirmed. The Sega Ages collection is going to be bundled together and released all on one CD in Europe! (that means you get Space Harrier, Afterburner and Virtua on one CD). The games are also incompatible with the MD/CD's motion controller (but in particular benefits from this apart substantially). Speaking of which, Eolith also includes a conversion of the Japanese version of the arcade game which has the stages in a different order. For Virtua alone, this CD is not worth the asking price. It should be available in the UK around Christmas time, January latest. Now that these games are out, speculation is rife about which games are coming next to the series. Power Drift, Galaxy Force and Alien Syndrome are the hottest choices at this time.

TICK MADDIES

Want POWER? The Virgin Megastore's '90s "Guitar Competition of the Year" Challenge is taking place at the Virgin Megastore in Oxford Street at 2:00pm on November 25, 1993 (November - as it is said as last month's issue "Don't because you're not very good at playing around the stage as a Saturday afternoon doesn't mean you're not a winner". Well, if you're supposed to be trying to impress the Megastore on the Saturday afternoon in question you could well end up with a year's supply of games and CDs at less than £100! but only if you're not in that unique last event and present your presence of MEGASTORE Saturday though, it's going to be a big event. TV coverage and everything, so put your ear ones there.



CODING UP CORNER

In-car Street Fighter Alpha 2 However, the personal data as each character does his/her best to impress us with his/her fighter's colour, in the fighters version, each button has a different colour and whilst the information given is sort of the run-up, it's slightly different on Sabre, Apache, R/V, Thruster.



HMV CHARTS

Week ending September 21st.



If you would like to see your chart features, send us your top-ten to READER CHARTS, VEGA SATURN MAGAZINE, PEGGY COLLI, 90-92 HARRINGDON LANE, LONDON E9 8GA. Anyone who has their charts printed will receive a game for their troubles!

HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS	
1	Exhumed	1	Exhumed	1	NIGHTS
2	NIGHTS	2	Fighting Vipers	2	Exhumed
3	Alien Trilogy	3	Street Fighter Alpha 2	3	Sega Worldwide Soccer '97
4	Athlete Kings	4	Tomb Raider	4	Boku Boku Animal
5	Bubble Bobble Pack	5	Virtual On	5	Guardian Heroes
6	Bust a Move 2	6	Sega Worldwide Soccer '97	6	Virtua Cop
7	NBA Action	7	NIGHTS	7	Athlete Kings
8	Destruction Derby	8	Bark Saviour	8	Athlete Kings
9	Virtua Cop	9	Guthan	9	Panzer Dragoon Zwei
10	Legend of Thor	10	Bomberman	10	WipEout

A listing of
titles that
a game is selling
its way to
the top

BREAK POINT

Tennis games have had a habit of being rather spineless affairs on the Saturn. Hopefully all of this is about to change with the release of Break Point, Ocean's leap into the world of well-shaved lawns and consistent British failure. The game features four court variations, including a tennis resort situated besides a hotel and picturebook beach. Up to four players can compete at any one time (playing doubles obviously) and a mixture of international players to choose from. We'll have a lengthy preview next month.



NO CRIMEWAVE YET

In Issue #11 we previewed a game called Crime Wars, published by Tides Interactive. It's essentially a driving game viewed from an isometric perspective with a dose of shoot 'em up action thrown in. The curious among you may be wondering what's happened to it, seeing as its release date was originally set for September. Well, since then it's been renamed Crimewave, and because programmers are perfectionists, they've delayed its release until 20th November to tweak it a bit here and there. So with any luck we should have a review in next month's issue.



DRAMATIC RALLY TIME ATTACK RESULTS! ONLY 0.03 secs BETWEEN FIRST AND SECOND!

Not since the infamous Black Star match-dreaming scandal rocked the American descended scene in the fifties (or whenever) has any contest involved such twists of controversy. The final Sega Rally Time Attack results have been plagued with difficulty. Our first winner, you may recall, was disqualified, having violated the rules for entry. So if we're assuming the top ten (below) for other likely candidates, requesting their value and doing RIGHT NOW very quickly of those entries

we're apologetic, we were happy to see their working times. Those that didn't write back, we figure, had fibbed to us and fibbed being found out as they'd never entered.

As if this wasn't enough, the final final results couldn't have been much closer. There was only THREE HUNDREDTHS of a second separating first and second place! Leigh Stevenson of Abberthorpe, Merseyside is the lucky winner with a time of 2:53.92, whilst unlucky John Tibbet of

Lellicott comes in a close second with 2:53.97! Even more unlucky is Dennis Ware, whose time of 2:53.98 was declared void because it came for exactly the same address as Leigh's entry. So the mighty third place is Ann McIlroy of Paisley, who walks away with an exclusive Sega Rally jacket and Sega X-Shift. Our top two both receive this prize, along with TEN Saturn games for John and a YEAR'S SUPPLY of free games for Leigh. Well done, everyone, even if you didn't win a prize. Or get the rules right, for that matter.







ACTIVISION PREPARE MECHWARRIOR

One of the best robot blast 'em ups to grace the PC, PWB is Activision's brilliant MechWarrior II.

That being the case we're quite pleased to announce that the company is intent on bringing the game onto the Saturn and we've been lucky enough to catch a glimpse of the first playable code of the game.

If you've recently been reprieved from an exile in another dimension, you won't know about this brilliant first-person perspective shooter, and to be honest we don't know much either, mostly because conceptually this is going to be quite a bit different from the PC original with the emphasis more on action than simulation. Still, it should be a good game what with the MechWarrior pedigree and all of that, so expect more fully coverage in a forthcoming issue of this fine magazine.



HERE COME THE VIDEOS!

This video blog is become a bit of a regular feature these days but who's complaining eh? Especially not you not when we've got five sets of three tag videos to give away. First among them is without doubt one of the greatest films of all-time, *Raiders of the Lost Ark*. This epic future-nostalgia flick is part of a Screen Classics collection from Warner Home Video. Directed by Ridley Scott and starring Harrison Ford, it focuses on a

Heathen future where androids and humans are becoming annexed indiscriminately. The effects are amazing, the atmosphere overwhelming and the action nail-biting. A must for anybody. To go with this classic, we've also thrown in two videos from Warner's Beyond Vision range; volume 8 of the new Outer Limits series and volume 10 of Babylon 5 which features 'Will Adams In The Night' and 'Act of Sacrifice'. If you want to get hold of this 'trio with the brief', simply send your entries to THREE VIDEOS MUST BE MEMO'D, SEGA SATURN MAGAZINE, 30-32 TARRINGTON LANE, LONDON, EC2E 3AU. The competition closes on November 26th.



BLOCKBUSTER CHARTS

TOP TEN VIDEO GAMES

- 1 ALIEN TRILOGY ➡
- 2 DESTRUCTION DERBY
- 3 ULTIMATE MORTAL KOMBAT 3
- 4 GUARDIAN HEROES
- 5 WIPEOUT
- 6 PANZER DRAGOON 2
- 7 TITAN WARS
- 8 GYBERIA
- 9 BUST-A-MOVE 2
- 10 TRUE PINBALL

TOP TEN RENTAL VIDEOS

- 1 HEAT
- 2 TRAINSPOTTING
- 3 CASINO
- 4 JUMANJI
- 5 FATHER OF THE BRIDE 2
- 6 DESPERADO
- 7 SEVEN
- 8 BARB WIRE ➡
- 9 DANGEROUS MINDS
- 10 VIRTUOSITY



TOP TEN RETAIL VIDEOS

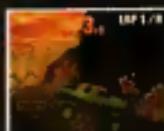
- 1 101 DALMATIANS
- 2 THE X FILES - FILE 82517
- 3 GASPER
- 4 BAD BOYS
- 5 DIE HARD III ➡
- 6 CRIMSON TIDE
- 7 DUNSTON CHECKS IN
- 8 JUDGE DREDO
- 9 TERMINAL VELOCITY
- 10 POCOHONTAS



HARD CORE

4x4

OFF ROADING-
IT'S A DIRTY GAME
BUT YOU'VE GOT TO PLAY IT!



IT'S DIRTY AND DANGEROUS...

...OPPONENTS DON'T CARE
HOW THEY FORCE YOU OFF...

...THE ADRENALIN PUMPS AS
YOU BATTLE AGAINST SIX OF THE
DIRTIEST OFF-ROAD TERRAINS...

...THE SOUNDTRACK THUMPS
AS YOU SWEAT AND SLIDE
THROUGH IMPOSSIBLE TURNS
AND AXLE-BUSTING DROPS...

...ONLY EXTREME SKILL AND
CONCENTRATION CAN KEEP
YOU IN THE GAME NOW...

...BECAUSE YOU'RE HAVING
THE TOUGHEST, DIRTIEST
EXPERIENCE OF YOUR LIFE.



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INCREDIBLE HULK

Incredible Hulk - The Pantheon Saga has been in development for sometime now. At last we can bring you a few screenshots from the game. Although previous Incredible Hulk games have had the habit of making players very angry at the state of the game-play, we are assured by developers US Gold that this game should do the superhero proud. The game is a mixture of beat 'em up and platform action viewed in a 3D isometric perspective. We've seen it play at the ECTS but have yet to get our hands on it. If other games on the Saturn featuring superheroes are anything to go by, it should be a winner. Hopefully we'll have a preview next month.



Bend 'em, Hulk. We might not have two sets of shoulders either than a rock but he's used.



NEW TOSHINDEN TERROR!

So... you thought Tekken Remix on Saturn was a bit, er, disappointing eh? Well these plucky chaps at Ikaros have produced a Saturn-specific version of their flagship game which features all-new characters and some awesome high-resolution graphics. Just like Virtua Fighter, they have produced this game with the Saturn in mind and redesigned all of the costumes, so Ikaros' nefarious shirts aren't there this time. In fact, it's a visual feast all round. But does it match up to the AKA duo of Virtua and the new Fighting Vipers? Find out soon in the pages of SEGA SATURN MAGAZINE because we can confirm that Toshinden USA (as it is known) is definitely getting a UK release!



It was a bit of a disappointment really...



...but hopefully this will be better.



TOS DISPUTED



All of the old characters are in there along with a few new ones as well. And some new moves too.

Get this issue's technical report Virtua...

...well, we keep a sense of proportion. Meow.

NEW MEAN MACHINES

**DEMO
DISC
ISSUE!**

Issue 50 of **MEAN MACHINES** comes with an exclusive **DEMO DISC** for **SEGA SATURN**. Don't miss dynamite demos of **Loaded**, **NHL Powerplay '94** from **Virgin**, **Kelz Flying Squadron 2**, **Alien Trilogy** and the incredible **Tomb Raider**. All you need to do is pick up an issue!

NEW DANGER

**SEXY
NEW
LOOK!**

**SPECIAL 50TH ISSUE ON
SALE NOW!**

VIRTUAL ON

CYBER TROOPERS



COMING SOON



Score an everyday. Turn your sword! Rock and stone sweep at the opposition until they are dead! Kill, score and destroy! That's the secret! Very Sudden! Very the Metal Gear! Or not.



The Neo Radius measuring from the foreground radar indicates that he's charging forward. This provides him the power of his attacks, but makes him a little less likely to control.

It's the ultimate in giant robot combat — and it's headed for the Saturn! They said it couldn't be done! Only not very loud! Because it can! And it has been! Have a butcher's at these amazing shots!

It the Japanese have made a major contribution to world culture, surely it must be the duelling giant robots concept. You can keep your dim sum and your Kodo drummers — if you ask me seeing two huge mecha robots beat the hell out of each other is the epitome of Oriental sophistication. Virtual On is, without a doubt, the greatest representation of this art form yet seen. Regular arcade games will doubtless recognise it. You know, like that one which had the funny double-joystick control method. And the big robots.

For those of you who are unlucky enough not to be familiar with Virtual On, allow me to provide you with a gentle introduction. In essence, V-On is a 3D beat 'em up, but with shock absorbers. The player takes control of one of a selection of heavily-armed giant robots and journeys into an arena to take on a similarly tooling-up Johnny Metalhead. This is where Virtual On begins to differ from the usual control game stereotype. Each different arena — and there are many, my children — provides different levels and types of cover. Some have only a few low-level outhouses clustered in one corner, which affords little protection from the mauling ravages of your enemy. Other arenas are more sheltered, providing more hidey-holey space for your mech and, consequently, your opposite number. Thus V-On becomes a game of strategy as well as fighting prowess. It's not just a matter of who can



wade in with the most special moves — you got to think on your feet and cover your back at all times if you don't want to end up as the lunch meat in a cutlet.

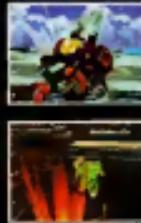
Obviously, when you're crashing around in 3D arenas fighting against a stabbing opponent you'd expect a bit of a navigation system control system. Well, seriously we'd advise against getting your hopes up about anything in this day and age, given that they'll usually only be designed against the caggy court of object disappearance, but it's a different story with V-On, because it does have a comprehensive control system. So there's no need to cry.

D-PAD DADDIO

Steering your robot is pretty easy. The D-pad is used to move your metal legs all over the shop, as you'd expect. But on top of those legs is your battle-engine body, capable of swivelling around 360 degrees. This is handled by using the L and R buttons to swing yourself in 90 degree increments in your chosen direction. This means you can run away from the challenger whilst still firing at them. Which is very useful indeed, because let's face it, otherwise you'd both just spend the whole game running around in circles after each other. And we wouldn't want that.

As if this wasn't enough freedom of movement for you, each

>>



The two slots to the right are taken from the rolling down at the front end of the Saturn version. The graphics do look awesome, but better is the knowledge that the in-game visuals are of the same high quality! Meow!



COMING SOON



RAIDER

A big orange perfunctory with a whole platoon of laser gun-toting all over that does hot goddamn.



RAIDERS

A fleet of giant robot not stopper. Raiden is armed with quite bizarre like mecha and is the most bipedal looking character.



SHOOTER A spherical fire his powerful gun-style. Provides good coverage and has plenty of power but lacks somewhat in speed.

TORCH A charged version of a plasma's close-quarter weapon this fires off a string of disks of energy that burn to size properly and low on accuracy times.

SPIDER The mechaoidal equivalent of bear gas, this when bounces creates circuit reactions which damage Aphramidae and knock them to the ground.



If you ask me, seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental sophistication.



what else but anti-gravity. We, then even? boosters which propel your robot into easy hitting aerial stunts. They're actually rocket boosters which shoot your bot into the air for a boosted spell. It's a bit like jumping. You know, that thing you do with your feet. This enables the player to get a good view of much of the playing area, and should the opponent bot be cornering behind some cover in your vicinity, let loose an attack upon their fleshy crevices. And if you're up on the button you can also use your jump facility to dodge incoming attacks.

TRIPLE ONSLAUGHT FRENZY

And what attacks they are. my little bomb barrels. Back now in Virtua On has three distinct attacks to call their own. like known (I hope you), on two use the same (although most are very similar), so this is obviously the best way to tell them all apart. The firepower of each weapon is limited, so you can't just keep firing the whole time, however, once your gun has run out they do slowly recharge their gun energy so you can use them again. The categories of attack can be roughly broken down into three chapters, with each robot having one of each.

The first is "regular gun" attack. A long

with lots and lots of arrows, this generally causes the least damage, but lots of the fastest rate. There's also an explosive weapon, usually thrown as it's slow moving. These blow up on contact with the ground and cause damage to any mech caught in the resulting blast. Strangely enough, these are often the most powerful attacks in any assault, especially should you score a direct hit. The third kind of offensive is what we like to call the "heavy one". These are specialist weapons which either wildly fires each to each. Some are long, like the beamas (which is just like the first two attacks rolled into one). Some are wacky, like Fei Yan's *ji dan*, which does pink beams. Others are grossly versions of hand-to-hand weapons, like flying clubs and the like. These usually have the least energy, but are the most tactically useful weapons for your character.

NOW ABOUT A GAME OF ONE ON ONE?

Now the name amongst you may have noticed the mention of hand-to-hand combat in the last paragraph. That's because we got three giant super hi-tech billion-dollar robots may actually be the trappings of futuristic sophistication, they're all up for a game of old fashioned street brawling. Once the two protago-



The two pillars of Virtua are the not result of *Becker's* Plasma attack. Plasma is dead.



Don't let me say this again. When given the opportunity to expand upon the origins of the word "plasma". It was actually a term describing the unique battle strategy of some French stats. He would have ten parallel lines of soldiers attack in single file. Or something like that. I mean to remember that I saw this,



Smart design was behind these great insertions. The graphics are very nice.



COMING SOON



Take a look at the two angles of this 3D environment and realize, while probably won't be in the finished version, it just shows you to look at the robots from all different angles.



you can witness a certain distance of each other (or – practically touching) their projectile weapons are activated. They're too explosive, so, you'll just blow yourself up within range. Ahem. Anyways this is where the masters are put aside and the knuckle dusters are advanced, figuratively speaking. Of course, there's no point to a big robot wearing bionic dusters, because their hands are already made of metal. So instead they're equipped with claws, swords and various human martial arts weaponry. A press of the attack button and you'll still swing away in a wide arc. If you make contact with your opponent a lot of damage will come. Hardly, should they knock you you've got to do a dodging. Close-range attacks cause more damage than most long-range weapons, so sometimes it pays to get in with a swift mettaphysical bottle over the head. But beware of instant death.

If you'd like to cause the damage of a close-range attack without any of that evasive risk, there is another option open – the charge button. Pressing this will activate a power boost which initially propels you out straight forward of some speed.

What you're seeing all your weapons are tripled in power. It's a bit like one of those Mac-Mac Meal things at a fast food joint. Firing weapons at this level more all their owners move automatically, but it does mean firing multiple charges of gun, incendiary or even shield a super attack (it's been you can see it'll be devastating for all concerned). Except you, obviously. However, super attacks are no easier to aim than their normal counterparts, meaning it's easy to waste your big shot and leave yourself out in the open thanks to your little burst of uncontrollable speed.

EVASIVE MANEUVERS

And here's a good test to determine the location of a devious enemy opponent? Well, he starts there's a whacking good reason appears an access to initiative when you're facing the wrong way, which helps. But if that isn't good enough for you, there's a better way to check behind the memory and see where the opposition is lurking. A couple of quick button presses are all



These two plus, left and below, demonstrate the flip side of jumping. In the first we see how leaping makes it easier to spot and target opponents to attack. The picture below shows how this same floating movement of our

"We have them open to a massive counter-attack. Getting to the air may also allow your robot, who'll crash into a base on the floor.



RELIGION

A billy goes between with a variety of high-powered attacks to make up for lack of power and maneuverability.

DEBRIS: A single bomb thrown in a high arc. Good for blinding enemies behind cover.

HARMON: Beigeki's weapon attacks fire a line of blinding explosions fire from his feet into the screen. It's slow but, but a devastating attack.

SHREK: A fast moving boming missile with excellent starting capability. If it targets your opponent it's in the eye it's guaranteed.



BAL BALS BOW

Previously used to rely on rollers but agile at last but lots of big gone.

FIGHTING INCHES: This is a unique move which forces vaguely in on an opponent's arm and requires a contact with something solid.

REED HARRY: A slow moving laser which has the advantage of side coverage from loads of differing angles it's an unassailable wall of floating lasers.

HARD HAT: It's time off his big robot hands which cause him to around the arena before passing to the hands of his alien into their hand.

This is where the **knuckle-dusters** are activated. Though there's no point in robots wearing **knuckle-dusters**, because their hands are already made of metal.

that's required to never be overhead since it gives you a broader view of the arena as a whole, and also allows you to see if the enemy is concealed behind a memory block. The only problem is that it makes

battlefield with your eye spotting much harder. In fact, it makes shooting out with end of your shot at the front pretty tricky.

TWIN JOY

at this moment a bit weak for your poor jogged fingers. But not, if you've got a memory span longer than four or five double Earthquakes, you'll recall the memory. Virtual On's strange twin joystick controls control. Well, thanks to the wonders of modern technology and mass production (the same things responsible

for cars and fast food), you'll shortly be able to experience this experience in your very own home! Sega have planned a solid version of the V-O, called the Virtua Twin, for you to plug into your console. This adds a whole new dimension to your feelings of enjoyment and shooting. We're not sure if V-O will be packaged with the controller (a la Virtua Cup) or not yet, and we've even less of an idea whether there'll be any further games to support the peripheral.

Anyway, at the moment Virtual On is only about 40% complete. There's still an awful lot of work to be done on the coding, most of the assets are still to this air and the graphics still need "softly-ing" somewhat. Well, we'll bring you much more news as and when we get it. For now though, sit back and have a look at these shots of a game which is soon destined for your collection in the near future. This one will be better than a deader-deader indeed, indeed on Memory.

INTERVIEW: Mass full-on Virtual On jerseys as our favorite editor visits Sega of Japan and interviews the team behind the futuristic competition. Read all about it in the next edition of this fine magazine.



COMING SOON

REAL BOUT FATAL FURY

King of the Fighters '95 was a one-on-one beat 'em up for technical aficionado's. Now SNK introduce Real Bout Fatal Fury, a game that's even tougher. Are you a master?

In 1994 SNK was the only one ever not to have a fighting franchise the year. In fact, all it had was a bunch of hand-looking men from SNK's rather thin-minded game King of Fighters '95. Seven issues on, the game still hasn't been released, despite the fact that it is one of the greatest fighting titles ever. So good, in fact, that you need to use the highest memory card in order to play it.

Now it's all about to happen again, as SNK have just released Real Bout Fatal Fury in Japan (five months after releasing Fatal Fury 3, oddly enough). Once again, it's a virtually arcade-perfect conversion of the original. And it's also an extremely technical fighting game, even more so than King of

Fighters, oddly enough. There's a huge range of super moves to boot, reversals (like Pai in Virtua Fighter) as well as the ability to circle around your opponent in a pseudo-3D style. We'll be looking more of this a bit later on.

Just like King '95, this game requires an extra memory cartridge to provide all of the animation and power of the arcade original and all in all, it's a rather good game. Certainly not in the same league as the epic-fest Street Fighter Alpha 2, but for the Saturn-loving SNK fans out there (and we know you are out there, owing to the phalanx we've received), this is a splendid conversion.

Another thing we will add about this is that SNK have

COMING SOON



Now instead of just powering up a bar, you power it up twice, giving you access to two different types of super move.

about an absolutely brilliant idea on the music. Street Fighter Alpha 2's decent-enough boxes sound distinctly in comparison to the music on offer in Real Beat, which includes some superb classical tunes.

NEW TECHNIQUE ACTION!

Capsus have never really bothered to introduce any grenade/BG elements to the Street Fighter games, but it is in this element that Fatal Fury rules. This "Overdrive" system allows players to dart "in" or "out" of the screen, taking the action to different levels within each battle arena.

Real Beat isn't the first SF game to do this, but it does boast the most advanced system to date, allowing us to attack as you move between "layers". It's similar in concept to what Yu Suzuki has introduced in Virtua Fighter 3 with the new escape button. Of course, wanting to escape from a one-on-one bout, you might mean you're a bit of a wimp but that's by the by,



LOADS OF SUPERS

Super moves have become some kind of standard in the annals of 2D fighting games and last we let Capsus have all the credit, it's worth remembering that the concept was actually thought up by SNK (in an Art of Fighting game, if memory serves). This idea has been given a facelift in Real Beat. Now, instead of just powering up a bar, you power it up twice, giving you access to two different types of super move - Super Death Blows (5 on your power meter) and Potential. Power moves [when you've received huge damage] are as you might imagine, these moves are tough to execute, but can drastically alter the outcome of a potentially predictable bout.

FIRST FATAL COMBO CONFUSION

Although Fatal Fury is renowned for being different in style to SF games, SNK have attempted to preserve and included a



Five shots of Fatal Fury action. Blue-Story specialists in response and plasma attacks (top left). Billy Kasai puts paid to Terry Bogard with a devastating flame attack (top right). Mai's three-based fire attacks are spot-on (bottom left). Billy Kasai's super move brings about a blinding ring which he can send flying (bottom left). Terry's Mai's initial fighting line-up (bottom right).



The phenomenal Mai (bottom) is one of the easiest characters to master and also has a huge range of pyromaniacally inducing special moves, one of which we've pictured. The Kusanagi team for the mission is forced to contend with (below).



COMING SOON

WHAT'S ALL THE FUSS ABOUT

Fatal Fury eh? You might have played it in the arcade for a fiddly tenner but went back to the Capsus games. However, you might be the sort of person who has played it, and realised that yes, SNK really are quite good at this combat genre, especially, that is, for a lot of a potted history lesson, and on with thousands more. Blah.

AREAL POINT

(SNK's first answer to) Capsus's slightly more "Fighting X", this is appealing by nostalgia standards. We'd start with three characters are selectable and for some reason, SNK have made perfecting a fiddly street-fighter-style cult as interestingly performing Akira's Blue Flame of Death in Wave

FATAL POINT 2

SNK went back to the drawing board with this sequel, the three-particle animation from Point 1 were retained, bolstered with a variety of new including the fabulously endearing Mai. This was a sell-out to Street Fighters 1, but didn't play well.

FATAL FURY SPECIAL

This time the Neo Geo audience went into confusion with 16 selectable characters and more very impressive special attacks and weapons.

Good, but very expensive. Inconsequential.

KING OF FIGHTERS

The mainline of the series has proved to be an exponentially popular 2D fighter fighting game. But '94 saw Japanese Videogames of the Year in 1994 and now it's coming up to 1995. A new '95 edition has just appeared for the arcades and SNK's newest creation finally finds its landing pad (or the Saturn in a short space of time).

FATAL FURY 6

Getting up against Super Street Fighter II (there'll still be the hospitality and character of the Capsus games, even though in terms of depth of play, it won't prove as popular). Multiplayer (with the third Street Art...).



COMING SOON



chain combo system similar to Street Fighter Alpha to Real Bout Fatal Fury. Every character has a very simple chain which anyone can master - just press A, B and then C very quickly! After that though, the characters diverge, with all manner of different cancellation strikes in their movesets. Just like SEGA's on-screen indicator shows you how many hits you've successfully chained. That's what all of that "Rock 'n' Roll" nonsense is about on some of the accompanying screenshots.

BUT THAT'S NOT ALL!

Real Bout Fatal Fury features a couple of new ideas which work really well in the 3D fighting genre.

For a start, SEGA have taken Capcom's air-blocking idea and added to it. Now, as well as blocking an attack in mid-air, you can also turn before you hit the ground and perform a devastating counter-attack. Also, just like Pai and Akira in Virtua Fighter 2, your characters have the ability to reverse an incoming attack and use it against your foe. Cool stuff.



An on-screen indicator shows how many hits you've chained.



SEGA have actually tried to make throws a bit more realistic rather than sleep as in Capcom's Fighting games. It's a brave effort, but to be honest, throws are still somewhat fistic-fic and totally unnecessary really. rely on them across chain combos and supers instead!



RING OUT!

Ring outs were first introduced to Virtua Fighter, and SEGA have refined the idea for use in the Real Bout 3D arenas. Each has an obstacle on either end of the scenario which needs to be knocked away with multiple hits before a ring out can commence. When you simply knock them out and witness the humiliation. This ring out is quite amazing.



A super-move from Joe Wright sends his foe flying...



...out of the ring in a pretty spectacular style fight...



...A little train, take the frontal pounding on the shoulder...



...but it's all for naught as the train rolls past us. The Game is Yours!



The finest pinball
simulation ever
Six original tables,
each stunningly rendered
using Silicon Graphics™
technology, mathematically
correct ball physics,
special bonus side games
and animated lock sequences.

The first pinball game
to offer a true player's-eye
3D perspective.

Superb sampled sound
effects and atmospheric
sound tracks.

There has never been
a game like this before.

Try it - it's mind blowing!



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COMING SOON

DARK SAVIOR

ダークセイバー



One of the greatest, and perhaps most under-rated, RPGs ever made has been given a major makeover by the Japanese coders of that classic game. They've added some new features and some interesting touches to their first release, the epoch-making Dark Savior.

I

If this game looks familiar to you, that's because this isn't the first time that we have shown Dark Savior to you in the pages of SEGA SATURN MAGAZINE. On page 40 of issue #4, in actual fact

However, on these two pages we show you pictures of the first section of Dark Savior... now that the game is complete, we can reveal that this accounts for 2/5 of this frankly enormous role-playing game!

Believe us when we say that Dark Savior is perhaps one of the biggest videogames ever created, with five different parallel dimensions (more on that later) and around six different endings! The programmers of Dark Savior - Cirsus - had in mind an RPG that would offer months of gameplay with many different, worthwhile ways of playing the game through. From what we have seen of the finished Japanese title, it would appear that they have been most successful!

WHAT'S THE STORY?

When it comes to Japanese RPGs, you can be guaranteed that you're in for some pretty hardcore weirdness. So it is with Dark Savior, as we venture forth into its intriguing scenario.

"Those judged as being unable to return to normal society are sentenced to either death or life imprisonment on the isolated and solitary 'Jailor's Island'. Without any regard for species, both men and monsters are crowded together here, each and every one of them has committed a major criminal offence.

On this island the prisoners are administered by Governor Chatilign the Third. With only the brains of a common muthilean he brings strict discipline to this prison island. In his book, there is only one rule "Death to all those who violate public order". It's because of his sadistic personality that most of the convicts bear hatred against him.

In addition, there are those who escort the prisoners to this prison of death. They are known as the bounty-bringers. It goes without saying that the convicts hate them as much as



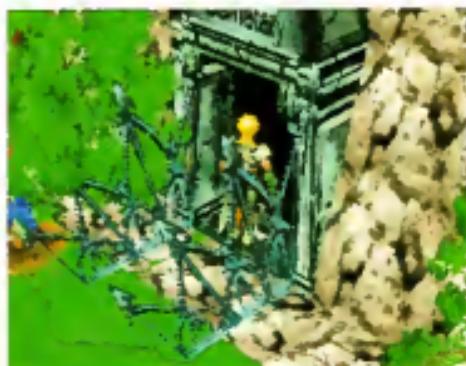
Chasing the notorious Villain, Ryu-ko comes face to face with one of his henchmen. But will he survive?



COMING SOON



A montage of Dark Xavier action! The pic below left shows the opening one of a key to open a metal gate. There's plenty of indoor climbing action in the game, as above below and to the right. A panoramic view from a later Parallel (center) which looks awesome. Game comment "waterfall" at the bottom. The left picture shows the player using a previously captured boss to do battle whilst the bottom-right pic shows Ryo as capturing a mad scientist-type!



The Governor himself.

Those who successfully escape from the prison do so only to offer themselves as blood sacrifices to the Island. For although escape is possible, in reality, due to Governor Cartiligan's pride in preventing escape nearly all attempts are doomed to failure. It is said that the number of people who have successfully escaped by avoiding the numerous traps placed around the island is a myth.

Bounty-hunter Ryo Ye (from the country of Rafta) has been pursuing the metamorphic monstrosity creature "Villain" for the last six years. With all the skill and effort he could muster in a final all out war he finally captured it. The authorities committed have decided that the fleshless monster must be transferred to the much larger prison accommodation on Jaller's Island to suffer the "Carbon Punishment".



The CP is mainly used against creatures like Villain (that are able to use cellular regeneration) which even if killed can regenerate at such an incredible rate that they can quickly be completely restored to life again. The special carbon fluid artificially stops the heart and suspends all body activities. Presently, the only device capable of extracting the CP is installed on Jaller's Island!

Ryo and two other elite bounty hunters Nick and Mai are ordered to accompany Villain to Jaller's Island on the large transport ship "Silan". This specially created vessel is used to transport condemned prisoners and contains a specially constructed cage/cell into which Villain is securely placed.

However, while the ship is still more than 500 nautical miles away from Jaller's Island, Villain's instincts are aroused by the stimulating effect of mysterious sound waves! Suddenly, Villain secretes an acid-like liquid that dissolves the cage/cell and quickly escapes into the ...



This mad scientist-type doesn't look very mean, but in actual fact he's extremely fast and about 20% more powerful than our hero, Ryo-Ye. Thankfully, he's still relatively at fighting us defeating him should be easy!

This new RPG from celebrated coders Climax looks like being something of an essential buy when it comes out next January.





COMING SOON



Despite the cartoon styling of Dark Savoir, the game manages to create a solid 3D terrain with multiple levels of platforms and multiple levels (left). Pulling logs to open doors is a pretty common resource in Dark Savoir (right and below). Using the Hyperion Perspective allows you to get a better view of the surroundings (bottom right and centre). Make no bones about it, Dark Savoir is an epic game!



Textured polygons combine almost seamlessly with sprites to produce an astonishing 3D realm. Climax have pulled out all of the stops in creating an awesome action role-playing adventure!

ship. The sirens sound and all panic breaks out."

The long and the short of it is: YOU are Ryu-Ta and it's your job to track down the metamorph super-criminal through the latter's island, apprehend him and see to his destruction and then quickly effect an escape from the dread isle.

HOW DOES IT WORK?

The bones of Dark Savoir is that it's an isometric 3D adventure game, sort of in the style of Landstalker or the Megadrive, only this time a mixture of sprites and textured polygons are used to depict the island and its denizens.

Although it looks like a traditional isometric 3D game, Dark Savoir is much more. You can view the landscape from many different views thanks to a cunning new system known as the Hyperion perspective (see later), which literally takes Landstalker into the next dimension.

The game is broken down into many different areas, starting off with the aforementioned



Using the Hyperion Perspective is the key to success on this level (below). The platforms with boxes are moveable and you need to use them to locate a lever (which is just off screen to the right). Once this lever is pulled, the box platforms drop down, allowing you access to the other set. You won't really see it very well, but it is in this spot (behind the green mask), using the Hyperion Perspective makes the tilt pretty obvious to see.

ship. Your performance on the ship dictates which of the five paths through the game you're going to embark on (see later again). It's your job to make your way through the various areas, talking to the citizens, collecting objects and earning valuable experience points which allow Ryu-Ta to gain power and combat prowess.

Although it might look complicated, Dark Savoir is pretty easy to get to grips with and from our hours of gameplay we can say that it's probably the premier Saturn RPG.

FIRST IMPRESSIONS

We've been giving Dark Savoir a bit of attention now and then since the finished Japanese version arrived in the office and we can report that it's a top game. A very top game indeed. We are also happy to inform you that it is definitely getting an official release, with full-on English language action scheduled for a January 1997 launch. If you quite liked Shining Wisdom and its ilk, you're going to flip over this.

FIGHT! FIGHT! FIGHT!

Where would the world of role-playing be without a bit of fighting. One thing's for sure, it would be a most dull place indeed, consisting of much solving of logic puzzles, walking about and talking to people (yawn).

Thankfully, Dark Savoir includes a fair smattering of fighting, mostly in the form of a rather brilliant one-on-one almost-Super Street Fighter combat system. You and your opponent face off in a best-of-three rounds scenario, using normal attacks, special moves and blocking in order to wear down your opponent's energy bar. There's even a Super Move energy bar you can build up. Brilliant eh?

Well, that's not the cleverest part. Dark Savoir allows you to store your foes into sub-souls, whereupon you can capture them and add them to your ranks of fighters. By the next time you get set upon by some hideous creature, you can use your last bouton to do the fighting instead of Ryu-Ta. Brilliant eh? Well, the further you get into the game, the bigger and more terrible the creatures you fight... And every one that you engage can be added to your team!



Three shots of intense Dark Savoir hacking and slaying.

COMING SOON

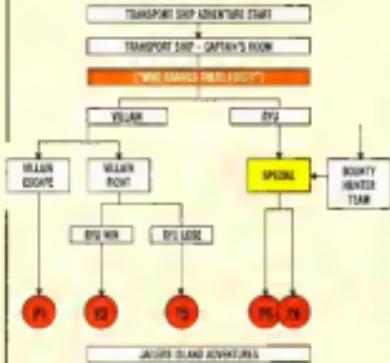


Some pretty impressive architecture in Dark Sector, and a lot of it is more than just decorative. Witness this enormous metal-glass door opening below.



THE PARALLEL SYSTEM

Dark Sector is basically five different adventures in one, with the game variation you get numbered with depending on how you deal with the initial blasting ship scenario. The diagram with this little box should give you some idea of how the game diverges at this crucial point. Although the landscape may be similar at many points, the storyline and the characters change radically, as do many of the objectives and puzzles. With the five major parallel spawning around 300 endings, this game is HUGE!



Puzzles, puzzles and indeed more puzzles. Dark Sector is literally packed with them. Most of the time the problem can be solved in the immediate vicinity. There's never a situation where getting a key or whatever involves a major excursion from your current location.



THE HYPERION PERSPECTIVE

Explorers might have been locked in the isometric perspective. Dark Sector isn't. Using the left shoulder button or the analogue controller (if you have the MIGHTY pad), you can look around in just about any direction. The right shoulder button is used to scroll around, allowing you to view yet more of scenery. The system is absolutely brilliant and mastering it is a must. Sometimes hidden objects are revealed with the Hyperion Perspective and later on, potentially fatal traps into the abyss are avoided ONLY by using it!

Other than that, the controls are rather simple. There's running and jumping. Attacking, talking and examining are all done with the same button. The inventory system, allowing you to check out your stats and bounty is also available and super-simple to use.



This bit of action taken from the game's demo sequence of the Impaling shows the real versatility of the Hyperion Perspective. The view can be warped extensively.



The fact that the entire terrain in Dark Sector is made out of polygons and textures allows freedom of movement when viewing.



SEGA SATURN

AMOK

Scavenger scavenge game concept shocker!
Make good-looking title!

PUBLISHER	Sega	GAMES STUDIO	Sega Dream Team
GENRE	Scavenger	WEBSITE	www.sega.com/amok
DEVELOPED BY	Sega	DESIGNED BY	Sega Dream Team
RELEASE DATE	2000	PRICE	£29.99

S

ome games designers have an excellent grasp of the phrase "high-concept", leaving their games around one central theme premise which breeds the product. However, none can match the mighty Lemnos, one of the

Scavenger affiliated teams and the leads responsible for Amok. You can imagine the pitch the creative team put forward to the producer to try and sell the idea: "Erm... it's like Thunderhawk, Underwater". At which point the producer will have shaken his head wearily and picked up his phone. Doubtless the chief reached the door the junior tea boy programmer will have blurted in a last ditch attempt "With a frog!"

Bingo! I think the producer "With a frog? What genius! I won't dismiss this idea after all." And we should all be glad that he thought that, because Amok is shaping up to be a vision of loveliness. Mind you, I might be mythologising the whole process here, with my lies it's more likely that Lemnos got Amok off the ground by showing off its wonderful graphics engine to an impressed room of schedules.

" You can imagine the pitch the creative team put forward to the producer. "Erm... it's like Thunderhawk, Underwater".
Bless their little cotton socks. **"**

For Amok utilises some of the finest 3D graphics the Saturn has hosted for some time. Not in terms of speed or colour, but in terms of detail. Amok asks your humble Saturn to handle no small quantity of objects at any one time, without recourse to precious slowdown. And of course, it's got a frog.

Not any old frog, obviously. Otherwise it might have had Toad Hall and the game would've been crap. Just giving it around a little toad car with Ratty and Feathers or whatever it was. But no, this is a real frog, made out of metal. A load of robotic/mechanical frog vehicle. In fact, armed with many guns, bombs and missiles. And it is this mechanical frog you must guide through the various mission objectives set you in each stage. This ranger as usual from rescuing hostages to blowing things up and blowing other things up. Nothing parts us from our fancy about that, you may think. Truth be told, maybe



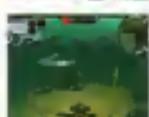
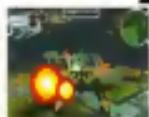
there isn't. However, 3D explosion sheet em' ups are a popular new genre which have appeared and bred like weeds since the advent of polygon technology. Saturn owners can get enough of them. It appears Amok is at least looking for the roulette for Morty Sticky Producer in Reed.

The exploitative aspect has been toned down slightly, leaving you free to head straight for danger rather than spend all your time taffing around with image. The mechanics of mass destruction have been toned up slightly along with the scale of the enemy environments. For example, by level one you're already taking on a heavily guarded fortress full of soldiers and gun emplacements.

So Amok might not be the most original title headed for the Saturn - frogs and underwater setting notwithstanding - but it certainly looks pretty. As for the gameplay, the depth and the longevity of Amok, well, we'll have that for the review hopefully in the next issue. Until then, keep the faith, true believers!



The first training mission pits you against a salvo of sharks. They're not easy to kill with your gun. But, they look nice.



The sharks in the first stage are so invincible it's almost a shame to kill them. That's what Rad says anyway, in a feeble effort to explain why he keeps losing.



THIS FROG WAS MADE FOR WALKING

Whilst your underwater frog submersible vehicle walls, runs and shudders erratically like a real frog, it's a sort of crawler beneath the waves, sometimes it longs to crawl on the sandy shores and play in the sun. Luckily this is fully possible, because the levels of *Anank* are split between underwater operations and landlubbing, pappy. This adds a nice element of variety to break things up. A bit like the underwater section in *Cave's* above-ground *Battletoads* 3D robot-walker exploration shoot-'em-up.



MAP READING FOR DUMBASSES

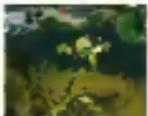
Before embarking on each mission you're given a little breakdown of your objectives. Don't bother taking that much notice like you normally have to. An arrow on screen in the game shows you where to go and a line of text in the middle of your vision informs you of your next goal as the old one is achieved. You don't even need a map once you've got started. Which is good, because you don't get one.



Listen carefully to what the briefing tells you.



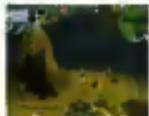
Actually, don't listen. It's dead easy.



These scary monsters are rock hard. Avoid them.



This is quite a nice picture, isn't it? Well done, me.



That little red box highlights your current target.



This artwork depicts your amphibious underwater walking tank firing a missile whilst an eagle in a helicopter prepares to seize from behind. It might just be my vivid eyes deceiving me, but it'll let you a quarter of a guess that's what it is. In another life,



Scorcher

Prepare for Scorcher marks in your pants!

Years and years ago we, the amazing staff of SSM, invited a small new Sega-affiliated software house known as Scavenger. Scavenger, you may recall, was a collective of tiny programming teams poached from other arenas. Then, after showing us lovely demos of a smattering of their titles which seemed to break whole new ground for the Saturn, Scavenger disappeared, for no apparent reason.

Well now at last they're back, and this time they've brought their game, Scorcher, their lead title, was impressive enough in its early 3D prototype state and has moved on considerably since then.

For the uninitiated (ie – anyone who bought their Saturn sometime in the last century which Scav have spent in the wilderness), we'd better tell you a bit about Scorcher. It's a futuristic race game where you play the pilot of an anti-gravity floating craft. Luckily though, that's about it; all it shakies with Wipeout (which it will doubtless be incorrectly compared to).

"The courses are carefully – nay, lovingly – produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. How very pretty. Watoonga!"

pared to forever]. This floaty thing is in fact a strange kind of fire-breath bike which you must ask to negotiate a series of increasingly winding roads sometimes on two or three levels of elevation. Sometimes you'll have to jump up to a higher road



It's the Freestyle Hunter Wheel Racing Championship.

or drop down into strange tunnels to complete each lap. There are obstacles all over the shop not to mention the competing biacs which all conspire to make your life extra hard. Not that they need to bother really because your nimble lightweight vehicle provides enough trouble of its own, bouncing around inacurately at the slightest bump. As is so often the case with decent race games, learning to handle the individual transport is initially as much of a challenge as racing the tracks themselves.

Scorcher initially won a lot of attention for its graphics. The courses are carefully – nay, lovingly – produced in full 3D in about a zillion colours and rendered to follow all kinds of curves and shapes. But given that this was about eighteen months ago things have moved on considerably in this fast-paced world of technology. However, having copped a butther in the latest gold finished version, we can say that Scorcher still looks hot. The light source adds a lot of atmosphere; there's an awful lot of roadside detail and the clever clip masking ensures that the whole thing runs super smoothly. Even if



My money's on the riding champ – Romeo.

that does mean all the races take place at eight or ten in the fog. Still, there's the breaks. You'd only moan if they didn't bother and you could see all the clipping. In the horizon. So yes, I get what you're given and be grateful I reckon.

Anyway, despite the Saturn having been blessed with some awesome race games in the last year, Scavenger seem positive that there's a place in your software collection for their baby. Judging by visuals alone, we'd have difficulty disagreeing with them. Plus they're bigger than us, so we won't. But, on the subject of gameplay we don't care how hard the producers are – we're willing to be brutally assaulted for our opinions. Luckily for us, we're not yet, but it looks like Scorcher might be the same by name and nature. There are a few bugs yet to be ironed out, and some potentially fatal slowdown to evaluate (which the team promise they'll do). So far though this looks to have been worth the wait. And boy, what a wait it's been. Keep your eyes peeled for a full review next month. Or the month after.



The undulating terrain provides a realistic feeling of motion. And the lighting helps too. Like, when you go in that tunnel, it gets all dark and that. Just like real life. Arrrrrrrgh.



Some artwork showing off the fun you can have raising your little scouter thing in Scorcher.

32 HEX

Real Dove/Riftsoft-style ancient games-crazed may have heard of Scavenger some years back. That's right, this is the team who first garnered plaudits for their amazing Megadrive game, *Space Harrier*. To be bluntly honest, the graphics indeed not unlike the current Saturn games from their stable. Not that this is a bad thing, as the demo were ace, but luckily for their bank account, Scavenger never actually got around to releasing a game for Sega's much-needed peripheral. Anyway, that just goes to show how *a) good* and *b) clever* Scavenger are.



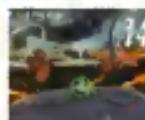
The yellow motor graphics stuff looks all exciting. Don't try to collect it all, though.



Look at these backgrounds. Oh I had USBM? Don't just lead a country out of ego at them, have a good talk to BUTCHER'S and tell me IT'S not LEVELT!



That truely yellowness shows that something has happened in the game. Like a power up, or something else.



Who'd have thought that a Saturn game set in Space would ever use the light of day, eh? What a tree.

**CLIP 'ROUND THE EAR**

Clipping has been the scourge of polygon games from the off. Barely had Virtua Racing lit the world and stunned the populace than some smart-arse was pointing at the screen and remarking "Look - you can see all the horizon appearing in blocks. That's crap". Well thanks for nothing, you miserable git. Thanks to sensible people like you, poor overcooked programmers have to find ways to avoid this "clipping" problem.

Scavenger have one of the most non-traditional ways of doing this. They "mask" the horizon in semi-transparent tones, simulating darkness, mist or water. This allows objects to seemingly appear smoothly, when in fact it's just the clipping is hidden behind some pretty colours. Well done, chaps.



HEXEN

It's another classic id game!

A

For literally years of no decent Doom clones being available for the Saturn, suddenly a whole bunch of them are coming up fast. Out now in your local software shop you can purchase:

Doomed - a frantic stunning game. Also, the games that started off the entire genre are headed for the Saturn. Does anyone know about [as we covered it last issue] and this month we take a fuller look at Hexen, the medieval adventure re-creation of Doom with tons of extra bits.

Being developed by Prism Software (of Alien Trilogy fame), we can report that the Saturn translation of Hexen is looking very hot indeed. Everything from the PC version has been retained [including some of the ace multi-effects] and the game's speed is

" All the character classes, the weapons and the magical power-ups are included and the "hub" elements of the level design remain in evidence.

BB

most impressive. Although not quite as fluid as *Doomed*, you shouldn't really have any complaints.

The big news though, is that the Hexen adventure remains just as hot as it was on PC. All the character classes, the weapons and the magical power-ups are included and the "hub" elements of the level design [you can revisit previous levels and take different routes through remains in evidence]

Also, it's been confirmed that Hexen [and indeed the forthcoming Doom] use the Saturn link-up cable which should actually mean that the lead in question will finally get a release over here. It's well worth the effort - the Deathmatch action in games originating from id software is guaranteed to boost the longevity of the title. Also it's great to see that the link-up aspects of the game are actually being coded in the Saturn version (online Webturf and Destruction Derby, for instance). What is also quite amusing is the ability to use magic to transform your opponent into an easily destroyed (and probably stinking) pig!

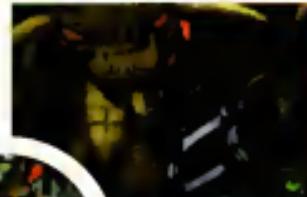
So all in all, it would appear that GT Interactive are on to a winner with Hexen. How the finished product matches up to the id Software remains to be seen, but with the id software pedigree behind the title, it should be a classic in the making.



Platform	Game Style	Release Date
GT Interactive	Shooting/Adventure	TBA
Sega	Death house translated from the PC original	TBA
Sega Saturn	Death house and id's style	TBA



(Left) Magic rings - they're always a winner. Are the sorcery rotting away behind them in fire? Expect some gory scenes in Hexen with



...then you hear dancing with the devil in the pale moonlight old shop? Be? Oh but you would! He moves so well on his booves and can even break dances.



...and you shall know the terror of the Weevils in the land of Goggo you will discover pain in the signs of Mordor you shall find despair in the valley of Viz you shall have started suffering! And in the dark gardens of Frank you will be asked to save the land



DOOM UPDATE

We were going to bring you more Doom action this month. However, it transpires that the Saturn code has been substantially revamped since last issue's mini-showcase. Developers Rage Software are concentrating on reducing the raggedy nature of the textures and are intent on massively improving the game's fluidity. Compatibility with the analogue pad is also being coded. More next month.

**Little Johnny was
enjoying the sedate
pace of his new lift
to school, when...**



Hello, I'm SAB, and I'm waiting to see if it's going to start raining.

letter



Hello again, readers. Another day, another dollar. Which, at the current exchange rate, tells us the SSM staff slave their guts out for around £3.33 a week (plus all the TWIX™® bars we can eat). Readily a fortune by today's harsh competitive pay standards, we're sure you'll agree. Aah, but we're not in this game for the money, kids – we're not even in it for the glory. We're in it for the sheer love we have, love for both Sega and you, the great Sega-playing public. Each and every one of you. Please don't let this become an unrecalled one-way relationship. Write to us at CULTURAL ELITE SIGN-UP SHEET LETTERS, SIGA SATURN MAGAZINE, FROGNY COURT, 30-32 BARBICENDON LANE, LONDON SC1R 5AU. You may get a prize. If you don't, tough.

A VERY GENUINE NUTTER CALLS

DEAR SSM,

I thought I would write in with a fantasy about a game I am looking forward to... I was walking along feeling dejected because everybody could kick sand in my face, when I saw a banner, stating, GRAND TOURNAMENT INTRODUCING, THE FIGHTING VIPERS, so I went along to pick up a few hints... There was a very beautiful young lady dressed in, Bed, waiting for her class... I asked her if she would teach me to fight, after she said OK... She was a very good teacher... But if I tried, she really gave me the Burns test. Bloody, I might add, But as a while, I exceeded her expectations, and I think she fancied me a lit' bit, her... I asked her name, she said CANOPY... I said, Well CANOPY! I've got a Sweet Tooth... She smiled, - impulsively, and fell into my arms. THE END

I know it's a little weak... but I'd be happy to see it printed in the Mag, as I'm - easily pleased!

Regards,

Phil Harris, Oxford

You're a seriously dangerous individual.

I NEED SUPPORT!

DEAR SSM,

As a devoted fan of SSM and a complete Sega freak I felt an uncontrollable urge to write this letter MAKE UP SIGA, WE NEED SUPPORT!

When I first considered the jump to a Next-Gen console it was a well thought-out and researched decision. All my colleagues owned Playstations, which put that particular console high on my list. But I read the press, did some trials, and made what I think was the best decision, I bought the Saturn.

What a place of ill fit. As a former

Megadrive/Mega-CD owner (which both were the business) I can only say that I was appalled by the difference. Graphics and sound are out of this world.

The only real problem I can see now is marketing strategy. Now that both consoles are, well, a lot less than I paid for mine, Sega's return must come from games and accessory sales. There does seem, however, to be a small problem with this. Take a look around the high-street Playstation shelves: subsumes Saturn shelves three to one. How can this be, aren't Sony new to all this, aren't Sega the best at games and sales, where is all the support we're used to? When you read press advertisements both consoles are well established, with what looks like a comparable amount of games available. Why then is the high street so different? This, after all, is where most people make the decision and purchase their console. Am I the only one who has noticed this? Am I the only one with any concern? The Saturn is a brilliant development, doesn't sit in your laurels, Sega, give us the support we've backed your horse!

Steve Kierwell, Orpington, Kent.

To be fair, Steve, this isn't so much Sega's fault as that of your friendly local retailers. They're the ones that choose which games to stock, and at the moment many of them seem to be favouring loads of rather insipid-

quality PSX titles over the current flood of quality Saturn games. Hopefully this situation will change around Christmas, when Sega are predicting they'll sell racks of Saturns. Huzzah!

DATELINE UP YOURS!

DEAR SSM,

I can't agree more with the comments made by Karl Swan in issue 11 about the 16-bit Action Replay cartridge. For £50 all you get is a total of 14 different game codes, only 50% of which are for UK games (the rest for bloody import), which includes oldish games like Victory Boxing and Skimobi-X.

On the back cover it says "Enter new cheats as further games are released" – Flash EPROM Technology means that all new entries are added to the built-in cheat menu". WHAT! Flash EPROM Technology? New entries added!! Aww what of the "high-speed memory port"? That's good for the lucky few who own both a Saturn and a PC to connect it with. The rest of us have to wack up high 'phone bills to get passed on to other departments, given either phone numbers to try or not even get an answer at all!

If only they would release new codes to magazines like this esteemed publication, and print them for us like they did with the 16-bit Action Replay and Game Genie carts.

I'm sure that many people will actually buy the cartridge knowing what effects it can make to top title games after seeing them printed in magazines. I hope you will be printing such codes in SSM so that we can use them to find other codes and maybe send them to you. Hope you can help us all with Action Replay cart (joined) owners.

David Clemmons, Aylesbury, Buckinghamshire



Remember this kid: Fighting game characters are not only sexy but also distractingly attractive.

Years is about the millionth letter we've had making this complaint, so it's obviously a bone of contention out there. We can't print codes we don't get, David – and given the scarcity of Action Replay owners (especially ones who actually like the thing) we're not sure if it's worth the space. Plus, most codes end up along the lines of "Play this game in puzzle mode" or "Crash the game every time you jump", which doesn't seem particularly worthwhile.

I DON'T UNDERSTAND CAPITALISM

DEAR SSM,

What are Sega doing? In issue 1a Charles Uvesey wrote in and said that Sega are going to convert all their best games on the PC. Are Sega shelling us FAITHFUL Saturn owners in the back or what? I mean, we might as well have gone and bought a PC and get the best of both worlds, but no we didn't, we decided to stick with Sega through the go to Mega-CD to MultiMega which as we all know are crap and aren't worth a penny but still we bought them. It took Sega three tries before they could come up with the amazing Saturn. So I guess that wasn't worth the money either – everything the Saturn got the PC already has or is going to get. The PC has internet access, all of the best games that are on the Saturn will be cut off

the PC (what are the bets that the PC conversions will be better than the Saturn's)? One reason I bought a Saturn over a PC was so I could play Saturn-only games by Sega. I know Sega have to make money to keep their company thriving, but whatever happened to loyalty? Kevin Heardon, Beckton, London
PS if you don't print this I will know I'm right.

 **Communication** happened to loyalty, Kevin. If you don't like the system, don't whinge about it to us – go and burn down a bank or something.

THE ACCEPTABLE FACE OF GAMING

DEAR SEGA SATURN MAG,

Right, according to my family "this computer thing is all crap, why not go outside and play?" Why oh why do I constantly hear quotes similar to this one? Family always mock computer games for no reason. It's like they've been programmed by an alien race to destroy all computer games. WHY? Have you ever been told off by your mum for being inside too much? Parents note: WE ARE BEING INSIDE SO STOP HAGGING!!

Chris Heaton, Olday, Barks.

PS I am better than crappy Oasis.

TO THE AWESOME POWER THAT IS SSM.

The other day I was playing snooker at the local club and thought "Why not have snooker on the Saturn?" Retrace this – Embassy Pro Snooker. It could feature all the top players such as the likes of Stephen Hendry and Ronnie O'Sullivan. It could have full commentary, new spin, and of course the typical Saturn excellent graphics. I'd also like to add something because lately people who enjoy video games are being slagged off as being bad. THIS is not the case. I am an excellent snooker player and enjoy playing football and cricket. I'm out with my mates a lot, I'm a massive Blue fish fan. Also I have a steady relationship going (hi Helen), so there. My Saturn just passes those boring Sunday afternoons in the house and makes my life a tad more interesting.

Colin Heath, Castleford, W Yorks

 I've seen the connection here – people who are gameplayers being odd and lonely because they're like that. It's got nothing to do with games at all! The whole image of the scene could be completely reversed. If only we could encourage some respectable music tastes!

WHERE FANTASY MEETS REALITY

DEAR SSM,

You recently asked for fantasies linked to the Saturn and its games. Well mine goes something like this – At the moment I'm a British soldier with ITOR in Bosnia and in my fantasy I'm taken to my Saturn's chips and BIOS and given a challenge. If I complete it I'll get another two weeks leave pass and travel to the UK. The challenge starts on a train where all these baddies are shooting at me and I have to get them before they get me in a Virtua Cop sort of a way before I find a States rally car of all things, of legal tally marks. From here I drive through the countryside at breakneck speed but with a twist – I'm being pursued and shot at by these baddies again but being the driving hotshot I am it's not long before I'm at my final destination – the Ardea. Here I have to defeat one by one the characters of Virtua Fighter 2 before getting the prize. Unfortunately I've always had problems with Alita so it looks like I'm stuck here until the end of October!

Steven of Beams

 That sounds more disturbingly similar to your present reality, Steve. Hope you don't get shot.

I'M A SKIVING SHIFTLESS IDLE GOOD-FOR-NOTHING

DEAR SSM,

I've just taken a day off work to recover from a brilliant night out in Newcastle. My chosen recovery method was to set the Saturn up so I could play it in bed and drink loads of coffee. Unfortunately I still feel terrible, but that's beside the point, which is that ANYONE



As Action Heroes enthusiastically points out, *Guardian Heroes* is a game with loads of depth, loads of action and some pretty sweet characters to boot.

who cannot enjoy the gaming phenomenon that is *Guardian Heroes* is not fit to own a Saturn. The computer equivalent of social services should come round and find a foster home for Kamenashi West's machine. What more could you want from a game? I've just finished it in Story mode for the first time and I've still got six more finales to discover, not to mention playing as other characters and the two-player option. It's a coined pleasure too, with my la-player adapter purchased for this game I spent several hours after the pub with four mates playing various team-heavy mode for himself, going up in one person-type situations and it was a fantastic laugh.

I suspect you only printed Kamien's letter to provoke controversy, so as a measure of your success could you print the number of letters of support for GH that you received this month?

Thanks folks, I'm off back to bed.

Adrian Morley, Clayton St. West, Newcastle-Upon-Tyne.

 Well Adliers, let's hope your employees aren't reading this or you're right on the crack. Anyway, we got LOADS of letters defending *Guardian Heroes* from Kamenashi West's unqualified onslaught, and NOT A SINGLE ONE agreeing with Kamien. Which just goes to prove we must have been right about GH being brilliant. As usual. Hope this is worth your impending unemployment.

THANKS FOR NOTHING, CHRISSY-BOT

DEAR SSM,

When NMS talked about SPRINGDALE they were trying to say that they were taking 3D sprites and 3D polygon based sprites and then making them look uniform the same, so you (the player) could get a more detailed and clear game to get into.

Chris Taylor, Tiverton, Devon, Mid-Gloucestershire, Morris.

 Yeah? So what? Since when did we ask your opinion?

BUY A SATURN

DEAR SSM,

I have been saving all my hard-earned pounds for a new games console. I already have a 486 DX4/166 PC but games need too much memory. So please could you tell what games console is best?

Nick Stoen, Manchester

 The Saturn.



HOW FAR CAN I FIT UP YOUR BACK PASSAGE?

DEAR SSM,

Your ruling rules, the SSM team are ace and yes, I have to agree with Sam, Rich does look like Data out of Star Trek. I can just imagine him saying "Incredible Captain". The androids appear to have demonstrated the hydrological control-matrix" (sic me, but I do like the repeated use of the word "hydrology"). Anyway, on with the letter. I would like to congratulate you. Not only do you provide a fantastic mag etc etc but your NIGHTS review was incredibly accurate. It does deserve all 9/10, I, not ten minutes ago, completed it in masterpiece of programming. The glitches with the game you thought are also correct. Yes, the game is too easy, but yes you will return not only to get an A+ in all the levels but also to see the cute Nightspiders develop and grow. I still can't get over just how good NIGHTS really is. Oh, and incidentally, anyone struggling to get to the end... keep trying. The ending is most definitely worth it.

Stuart Chapman, Hythe, Kent.

 There you go readers, we're right again. God, we're fantastic. Someone should give us Knighthoods. Like the Queen, for instance.

WHAT YOU'VE BEEN TALKING ABOUT THIS MONTH
Guardian Heroes is not to be missed! The Action Replay isn't Why in games packaging or ours! The man in the mask chased me out of the shop!

Q&A

As Bob Dylan was apt to point out, "the times, they are a-changing". And here at the humble Q+A felt guitar, new strings are being added and old ones refined. Joining Mark Meslowicz in an Art Garfunkel sort of way, is our very own editor, Richard Leadbetter. He'll be covering any questions that are not Sega specific, using his vast memory capacities to prove that he is indeed 'The Master'. At least, a master to himself and the vagabond midgets he runs rackets with down Leather Lane Market. But that's another story. Anyway, send your questions to **RICH OVER TROUBLED WATER, Q+A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.**

BRIGGIE

Dear SMM,

I love your fantastic magazine almost as much as my Sega Saturn but I have a few niggling questions that have been bugging me:

1. Will the Saturn be able to handle VGA (3D the sandstone/marble effect) without it suffering from those slowdowns or freezing? (And don't say some crap like 'Yu Suzuki says so who are we to argue')
2. Will the NIGHTS 3D controller be compatible with Tomb Raider?
3. Any news on Syndicate Wars and/or Mortal Kombat?
4. Will Handcast allow a two-player split-screen mode?

 It won't be exactly perfect but will be better than most people's expectations. It's impossible to say yet if certain features will be possible until AMX confirms it's definitely coming to Saturn and whether any form of cartridge will be used. I don't think so - Syndicate Wars is definitely Saturn-bound. No news on MK4 though, that's probably because it isn't even in the arcades yet. 4. Maybe.

NOT GONE ON EXHIBITION? (OR NOT YOU FOOL)

Dear SMM,

As you're the COOLEST GAMES MAG around, please answer my questions to put my mind at rest:

1. Do the high capacity memory cards I have seen around irritate my Saturn's warranty?
2. I want a Doom-style game with lots of puzzles and mazes. Should I get Alien Trilogy or Doom II? (not that I care about warranties!)
3. Are there any football manager games coming out as I saw one called Football Manager in an advertising booklet I picked up? Will the keyboard be released in conjunction with the modem and will there be any software packages for the keyboard like a word processor?

Keith Ovenden, Cottenham, Peterborough

4. Our Sega carts and TV cable - 2. Of the three games mentioned, I would recommend

Excalibur. I don't care if you've not been an IT - year

letter is dated before the game's release, ergo you haven't played it. Trust me - it's better than Triggr, and more clever than Doom. 2. My current news, but it really won't be long: 4. The keyboard will be available but software packages like a word processor are unlikely for now. More news early next year.

"BYE" TO SAM

Dear SMM,

Hello again. I've just returned from a week's holiday at Devon and I played on a load of arcade games down there such as: Sega Rally, Virtua Cup 2, Daytona and Space Invaders. Add to that the 'Bye' To Sam. We'll miss you. And also welcome to the newsmag. Here are my questions:

1. My parents absolutely loved playing Bag! and they found it very hard indeed. Will Bag! 2nd be difficult as well?
2. My next question is for Bob because I am a big fan of Star Trek. TNG. I'd like to ask what he thought of Generations, especially the saucer crash.
3. My friend Lee Bennett is getting a Saturn soon and he loves driving games, beat 'em ups and first person perspective shooting games (like Doom). What would you recommend for him to buy?

That's all I have to say except thanks for printing my last letter. One final thing, will you please have the reviews as they were in Sega Magazine?

Chris Morris, Oldham, Bradford

2. Not quite so tough, but there will be many more levels.
3. Having watched the last few Space Invader 2. Games now I still think it's a decent-enough title, but perhaps it does pale in comparison to some TNG episodes. The new film, First Contact, looks A-OK though. The saucer crash was brilliant, although the trees looked a bit odd. 3. Simple. Sega Rally, Excalibur, Vifa, Street Fighter Alpha 2, Fighting Vipers and NIGHTS of romance, which defines genre. We will have a more reviews style in time for the next issue. It will not be like Sega Magazine, but I don't think you'll be disappointed.

MEMORY UNIT PETITIONIST

Dear SMM,

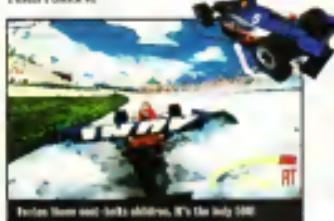
I've got a couple of questions I'd like you to answer if you could. Cheers.

1. Gameplay and special moves both still 'high capacity' memory cards. They're twice the size of a normal card and over half as cheap. What's the catch?
2. I was dead excited when I heard about your second demo CD coming out. However, I reckon that they should be more regular, say about once every three issues. How about it?
3. Will Feature be a sequel to Guardian Heroes?
4. Why don't you do pretenders in your magazine?
5. Finally I think you should put the amount of memory

required (in future units) for each game in the info section of each review and in the Out Now sections.

Stuart Chapman, Hythe, Kent

 1. Buy an official one to be safe - there's not enough memory than you'll ever need on there anyway. 2. The plan is indeed to do one every three months in future. It's better to do a few news items than many crap ones. 3. No plans at present, they're still on as an all-new Saturn project. 4. If it sold extra copies, we'd do it. Unfortunately just part-experience is that sales don't radically increase in effect, we're thinking our money goes the latter. 5. We'd let it really affect your decision to buy a game? I didn't think so.



HOURS OF PLEASURE

Dear SMM,

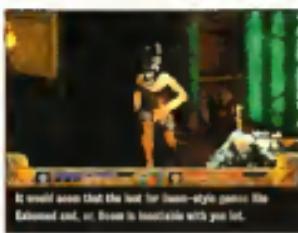
I have some questions for your Q+A session. I would be very grateful if you could answer them.

1. Sega Italy is a fantastic little site and has given me hours of pleasure but the limited tracks share the liability if know public demand is high via is there any chance of a sequel?
2. Could you settle the ongoing and totally boring dispute between Saturn and PlayStation owners. Which is the better machine and why?
3. Do Sega have plans to release popular arcade title like Space Invaders?
4. Did Hard Trilogy was advertised months ago - where did it go?

Thanks for a magazine that is not only informative and interesting but is not full of adverts and is written in such a way that your side-leader can appreciate it as well as the younger readers.

Martyn Parry, Elles, Kent

5. The new Daytona should satisfy all driving game fans. There may be a 'Baby' version eventually - a disk what's a question. For me it's not about hardware but the games and with stuff like Vifa and Sega Rally I'd pick the former every time. 3. Virtua Fighter 2 took priority over it, but it might appear eventually. 4. It should be cropping up in the next month or two.



BLAM!

Available on:
PC CD-ROM
SEGA SATURN
PLAYSTATION



BLAM! -MACHINEHEAD-



See! through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama. **Gasp!** with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV. **Laugh!** in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration. **Scream!** with terror at horrific hordes of mutated polygonal enemies. **Beg!** for mercy as you face the Machinehead in the mother of all showdowns... **Play!** Blam!-Machinehead! for the ride of your life.

EIDOS
INTERACTIVE

Blam!-Machinehead © Core Design Limited, 2000. All Rights Reserved.
Core design, London, 88 Avenue Road, Shoreditch, EC1R 0PS.

CORE



It's the saga that doesn't want to **lay down and die**. And why should it, when its **ever-surpassing graphics** and **gameplay** go to make it a consistently popular and **proudly upstanding** game. **Street Fighter Alpha 2** is the latest instalment of **Capcom's celebrated beat 'em up**, and as **ROB BRIGHT** found out, it's looking better than ever.

RETURN TO ALPHA



stylist qualifies him as the classic Street Fighter hero I, himself, Big Boss.

It's certainly something to think about between bouts on Street Fighter Alpha 2, the latest in the long and illustrious line of Street Fighter games. Originally, the Alpha series was intended to be a sort of spin-off between the rest of the SFV games and Street Fighter 3; however, its popularity won out — especially in Japan, that Capcom have since decided to respond to the call for a sequel.

Add the plethora of secrets to a massive eighteen selectable characters (including previously hidden characters Akuma, Dan and M. Bison), and Alpha 2 establishes itself as the most comprehensive game yet in the Street Fighter series.

The next step for the Street Fighter series I think, would be to incorporate all of the characters into a multi-section stage arena. You could call it something like Streetlanders or Fightquarters Street or Head Neighbors. I can picture it now: You and I you would play the Mitchell brothers, Cammy could star as the肥原 (Fukuhara) 李 (Lee) and Akuma's hair-



ALL-NEW GAMEPLAY ADDITIONS

Although Street Fighter Alpha 2 benefits from all-new graphics and medium of the old timer (plus some new ones), the real revolution in the game is in the playability, which benefits from several key additions.

1. Enhanced Alpha Counters

Street Fighter Alpha introduced the concept of Alpha counters, which allowed you to reverse any hit by using up some of your Super Combo energy. This feature has (surprisingly) been kept on for Alpha 2 in a new, enhanced guise. Now all characters have counters involving both parries and kicks (there's only one counter per character in Alpha). Basically this comes down to a high or low counter. This gives you more control and means that characters are far more likely to hit harder in the original, providing you choose the right one.



Ryo's low sweep Alpha Counter in action...



...and the punch-based Counter attack.

2. Custom Combinations

This is the big new addition to Street Fighter. Charge up your Super Combo energy meter and unleash a Custom Combo. Your fighter is surrounded by player after-shadows and becomes super-fast. You can move faster as many times and special techniques as you want and watch as your opponent is (hopefully) left behind in a cloud of dust. Marvelous!



Don't last enough as it is, but when the Custom Combo kicks in, he's lethal!



Ryo gives it some Custom Combo action. All special moves have no recovery time.

3. More Options

Capcom can see the distinction between home games and arcade ones. Obviously, for the home, more functionality is required. After all, you have paid £50 for lifetime rights to the game as opposed to go for a relative scaled experience. So, what do you get? For starters you get the complete encyclopaedia of Street Fighter Alpha Capcom artwork, lovingly rendered in the Series' High-resolution screen mode.

Of more relevance to this game is the Training Mode, allowing you to practice your moves as well as a Survival Mode that puts you in a pitched battle against every Street Fighter in there, lovely.

There have been rumours of an enhanced Demonic Battle mode pitting two human players against one CPU fighter, but so far nothing has been confirmed. In fact, Capcom have denied it but the rumours persist.



JUSTIFY YOUR SEQUEL!

Competitive game enthusiasts around the world know the "secret of the sequel" – it can't be exactly the same as before. Of course, many of them only offer this a setting and then try and rip off Jon Purdy by generally ignoring the rules. But Capcom are a bit more clever than that, and they realize you've got to make your sequels look a bit different. The method to which this rule applies:

In Turbo or Championship editions it's another which we'll sweep under the carpet for now. Anyway, here's what's new with the Alpha 2 characters.

SAKURA You won't recognize Sakura from either card- or Street Fighter games or any other Capcom game (excluding Street). That's hardly surprising given her. Despite the fact it's totally new character, and the only thoroughly new creation to arrive in Alpha 2, she's also the youngest character yet, nothing more than a hair-pulling 14 years old. Her fighting style is based primarily on her bows, the awesome Ryo, and as such she has moves which tend to shadow his techniques. Her attacking style actually sees her using a variant on the dragon punch, as well as a wave punch which is particularly effective for taking down opponents attacking from the air.



Although similar to Special Moves in Ryo, Sakura has her fair share of new techniques.



This underwater "fishing" technique is Sakura's answer to Ryo's American Kick.



Sakura's rendition of the Dragon Punch gives regular Ryo who uses with heavy punch.



Alpha veteran Ryo suffers a close range attack from Sakura!

Wave Punch	<input checked="" type="checkbox"/>	Invincible by Punch Button
Sakura Punch	<input checked="" type="checkbox"/>	Invincible by any Punch Button
Spring Wind Kick	<input checked="" type="checkbox"/>	Invincible by any Kick Button
Special Attacks		
Water Punch	<input checked="" type="checkbox"/>	with any Kick Button
Spring Sea Session	<input checked="" type="checkbox"/>	with any Kick Button
Confusing Sakura	<input checked="" type="checkbox"/>	with any Punch Button



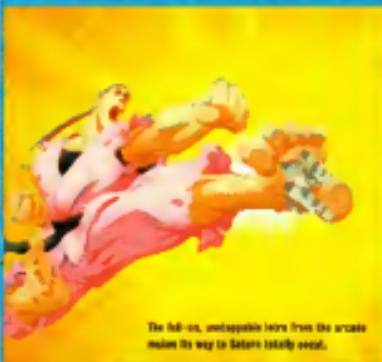
A close-range mega Trifell performs some spectacular acrobatics - one of the better additions made in Alpha.

SAKURA PERSONAL DETAILS

BACKGROUND	JPN
HERO NAME	SAKURA
EVIL NAME	
EVIL CODE	
POWER LEVEL	MAX
AGE	14
TYPE	FIGHTER
ITEMS	None
FAVORITE COLOR	PINK
FAVORITE FOOD	None
FAVORITE DRINK	None
FAVORITE SONG	None
FAVORITE HABIT	None
FAVORITE HOBBY	None
FAVORITE ACTIVITY	None



Two fighters from Street Fighter Alpha 1 that return in the sequel - that's Akira and Birdie by the way.



The full-on, unstoppable kick from the arcade makes its way to Sakura totally sweet.



Cheer-Li is her Alpha costume, which actually first made an appearance in the mid sequence for Dimmed in Super Street Fighter 2 (when you chose to make her a full-time selectable).



These pics surrounding this review show that all of the old Alpha characters are back in the sequel! We haven't covered them in much depth here since we're assuming that you've played the first Alpha game. If you haven't, more fool you. Because it has ALOT

Vega Fire	$\square \square$ with any Punch Button
Vega Flame	$\square \square \square$ with any Punch Button
Vega Teleport	$\square \square$ or $\square \square \square$ with all Kicks or all Punch Buttons
Vega Blast	$\square \square \square$ with any Kick Button
Vega Strike	$\square \square \square \square$ with any Kick Button
Vega Inferno	$\square \square \square \square$ with any Punch Button



The Vega Blast is a high Vega Flame attack. You need to take out jumping attackers.

Gen runs out of range of the traditional Vega Fire attack.

GEN: Gen was around in the very beginning, opposing to the original Street Fighter. In physical appearance he resembles something of a Teniente Sapo's cowboy. However, he is unique among the streetfighters in having the ability to fight in two styles. When he takes on his 'Martial' style he fights a bit like Vega from SF's, making use of a rolling attack and having the uncanny ability to spring off the walls, in the 'Crane' style, he sports an old Honda-style rapid punch attack and an unusual kind of dragon punch he performs with his fist. Most impressive though, is Gen's Death Point strike which lays down the gauntlet to an opponent; either they retaliate before the timer runs out or they suffer a 'Kamehameha'.



The emphasis of speed is heightened still further with Gen with multiple images of his floating timer appearing simultaneously. A truly awesome fighter.



DHALSIM: Considered by his followers to be the 'High Priest Alpha', Dhalsim has nevertheless managed to stretch his way into the sequel. He's been made over a little bit for this sequel, although essentially his moves remain the same. Some new touches include his ability to vary the length to which his supply limits stretch, pressing either towards or away of the arms time as the attack is executed. By varying the distance, Dhalsim can change from an approach into an attack and then expand these at their most vulnerable. Another new feature for the Ghandara guru is an aerial defence move in the shape of the 'Yoga Blast'; although this is a bit tricky to pull off, finally, Dhalsim now has the power to teleport just about anywhere at any time (even when rolling up from the ground). Though to balance things up there's now a longer recovery timer on his Yoga fire. His full potential remains unknown, but you're bound to meet powerful.

DHALSIM PERSONAL DETAILS

BACKGROUND	INDO-CHINESE
IND-ORIGIN	INDO-CHINESE
END-POINT	A CRUCIFIX
NAME	
PUNCH SPEED	MAX
KICK SPEED	MAX
THROW SPEED	MAX
THROW DISTANCE	MAX
EXTRA	YOGA BLAST

(EXTRA) AFTER DOING HIS YOGA, HE IS ABLE TO DO ANYTHING

MOVES	DETAILS
Lag Throw	$\square \square \square$ with any Kick Button
Booted Flat Strike	$\square \square \square \square$ with three Punch Buttons respectively
Vertical Leg Throw	$\square \square \square \square$ with any Punch Button
Jumping Leg Throw	$\square \square \square \square$ with any Punch Button
Death Point Strike	$\square \square \square \square$ followed by any Punch Button
Crane Kick	$\square \square \square \square$ followed by any Kick Button
Vertical Dive	$\square \square \square \square$ followed by any Kick Button
Jumping Vertical Dive	$\square \square \square \square$ followed by any Kick Button
Horizontal Dive	$\square \square \square \square$ followed by any Kick Button
Jumping Horizontal Dive	$\square \square \square \square$ followed by any Kick Button
Swing Cypress	$\square \square \square \square$ off the wall
Swing Cypress Throw	$\square \square \square \square$ followed by any Kick Button
Booted Foot Throw	$\square \square \square \square$ with any Kick Button

GEN PERSONAL DETAILS

BACKGROUND	CHINESE
IND-ORIGIN	CHINESE
END-POINT	CHINESE
NAME	
PUNCH SPEED	MAX
KICK SPEED	MAX
THROW SPEED	MAX
THROW DISTANCE	MAX
EXTRA	TRY TO ESCAPE, TRY TO WIN IN AN ATTEMPT TO PREVENT BATTLE





SHOWCASE

SECRET CHARACTER MYSTERIES

In the articles, you might have heard of a bunch of secret characters hidden in Street Fighter Alpha 2. The most notorious is definitely Evil Ryu - a version of the game's central hero who has learned some of Akuma's most powerful moves. Other secrets are the Street Fighter 2 Turbo versions of Chun-Li, Dhalsim and Zangief. A hidden version of Guouki/Wakaba is also included. So the question is: Are these characters in the Saturn conversion?

The answer, surprisingly, is YES! The Saturn version scores over the slightly inferior PlayStation game by including all of these secrets and also has extra features, better speed and more animation than the Sony game. So, two-fingered salutes, lots of "ugah ugah" and other childish behaviour should be leveled at Sony owners by order of Sonic.

EVIL RYU... THE ULTIMATE EXPRESSION OF EVIL

For years, Akuma has been taunting Ryu's every move, occasionally jumping in to challenge him in battle. The reason behind the evil one's interest becomes clear should Ryu succumb to the same power as Akuma; he is transformed into the deadliest fighter ever seen.

How to get him: At the character selection screen, highlight Ryu, then press and hold down start. Move to Adon, Akuma, Asuka, then back to Ryu. Press any button.



ORIGINAL CHUN-LI... IN HER OLD GEAR

Let's face facts: old Chun-Lis just hasn't been the same since she ditched her traditional Chinese costume and opted for the gill-investigations' threads. This special mode puts her back in the old gear, loses her Super Combos and changes one of her moves slightly.

How to get her: At the character selection screen, highlight Chun-Li, then hold down the Start button for about five seconds, then press any button.



SHIN GOUKI... HE'S TOTALLY MAD

So, Evil Ryu is the most powerful character in Street Fighter Alpha 2 - what? Until you find out how to access Shin Gouki - a super-powered version of Akuma! Resilient to damage and packed to the eyeballs with powerful moves such as multiple air fireballs, Shin Gouki really is Power Mode Fireball!

How to get him: Highlight Akuma and then press start button and hold it down, then press Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then hold down Start and press any button.



TURBO DHALSIM... NOT THAT GOOD!

That new Dhalsim eh? He looks a bit good in all of his aikido finery and well... he might... after all, this is Street Fighter Alpha 2. But listen... don't you yearn for the old, different style Dhalsim, the one without all the fancy new moves? Nah? Well, you



get him any way with this code:

How to get him: At the character selection screen, highlight Dhalsim, then press and hold start. Move to Zangief, Sagat, Nash, then back to Dhalsim. Press any button.

OLD ZANGIEF... ALL RIGHT FOR COMEDY VALUE!

The old Zangief was kind of like the fat boy at school: large, hulking, a tad repellent. But get to know him a bit, spend a lot of time with him and you might actually start loving him. Or maybe not. Still this is the code you need to access the Roland Browning of the Street Fighter Universe.

How to get him: At the character selection screen, highlight Zangief, then press and hold start. Move to Sagat, Sodom, Rose, Birdie Nash, Dhalsim, Ryu, Adon, Chen-Li, Guy, Ken, then back to Zangief. Now press any button.



AND THERE'S MORE... BUT WE AREN'T TELLING

Extra cheat modes in Alpha 2 initiate an autofire mode as well as an infinite custom combo, allowing you to perform one hit combos when used in concert! How do you do this? Well, we aren't telling for now.



One of the hidden bits not revealed: how to get a 99 hit combo with Zangief



DAN PERSONAL DETAILS

BACKGROUND: KEN'S SON

MID-LEVEL: 100

END-LEVEL: 100

COLOR: PINK

PERIOD: 90S

EXTRA: CROWN

TWIN PUNCHER: 200%

TWIN KICKER: 200%

TAINT: 100% (HOTTEST: 100%)

TYPE: AGGRESSIVE (100%)



DAN Dan was one of the three Human characters in Street Fighter Alpha, and is sort of a clay-pot-headed Jon, Mikel, M. Bison and Akuma. His range of moves and their potency left a lot to be desired. Unfortunately he's not really any better in this sequel. In fact, as far as some of his moves go he's worse. Most notable are his weird jump attacks and wonder Giga Kick. Not about the only move ability Dan has improved since he was last seen is the ability to knock invincibility off well.



Stylin' Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch Button
Stylin' Dragon Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch Button
Kick Kick	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Kick Button
Double Jump	<input type="checkbox"/> <input checked="" type="checkbox"/> with the Dartz Button
Stylin' Stylin' Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> and any Punch Button
Strong Dragon Roaring Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Kick Button
Strong Villainous Flat Party	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> with any Kick Button

AKUMA Akuma was a secret character in Street Fighter Alpha, and is the pupil of Gouji, the rough looking old master who appeared in the original Street Fighter. He is famous for his instant Hellish Death Strike which is the most powerful move in the entire game, alongside Zangief's Spinning Pile Driver. Akuma still uses attacks like his aerial Rockball (although this travels at a sharper angle than it used to), and the Ryu style dragon punch (although, here again, this move is now no longer totally invincible). You'll also notice that Akuma has decided to fit himself out in a sparkling new white suit.



AKUMA PERSONAL DETAILS

BACKGROUND: 2010

MID-LEVEL: 100

END-LEVEL: 100

COLOR: WHITE

POWER LEVEL:

EXTRA: CROWN

TWIN PUNCHER: 100%

TWIN KICKER: 100%

TAINT: 100% (HOTTEST: 100%)

TYPE: AGGRESSIVE (100%)



The instant Hellish Death Strike produces the awesome symbol field (shown left) and infinite 16 hits (shown right).



Mighty Wave Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch Button
Invicting Wave Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch Button
Mighty Roaring Dragon Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch Button
No Wave Flat	Jump, then <input type="checkbox"/> with any Punch Button
Overheat	<input type="checkbox"/> plus Middle Punch Button
Drive Kick	Jump, then <input type="checkbox"/> with Middle Kick Button
Double Jump	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch or indeed Kick Button
Teleport	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with all three Punch or Kick Buttons
Restrictive Mighty Wave Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> with any Punch Button
Restrictive Mighty Dragon Flat	<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Kick Button
Super Mighty Sky Driver	Jump, then <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> with any Punch Button
Instant Hellish Death Strike	Low Punch, Low Kick, then High Punch



SHOWCASE

ZANGIEF: Like Dhalsim, Zangief seems to take some time out, but in Alpha's live flick once more and has an additional range of throws for players to grapple with. Essentially his standard moves remain the same as those he had in Super Street and involves a lot of good spinning of the D-pad. In order to pull off his classic attacks like the piledrives, it's in Zangief's super moves that we see some new attacks. He has a mid-air throw known as the Aerial Russian kick and a Final Atomic Buster which is in fact a super spinning piledriver.



The Spinning Pile Driver in full effect!



Another cracking Zangief pile!



The new look Zangief in the Alpha style! His Spinning Pile Driver style attack proves the show fire-fit, it lasts good, yet?

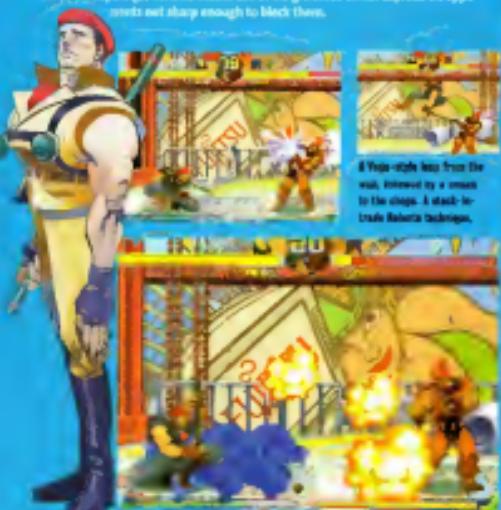
ZANGIEF PERSONAL DETAILS

BACKSTAGE: 100%	
END-MATCH 100%	
END-BATTLE 100%	
CHARACTER:	
PUNCH KEY:	A/S/X/Y/Z
KICK KEY:	U/L/R/T/G
TWOFINGER: 100%	
THREEFINGER: 100%	
TWO-FINGER FEET: NOT RECOMMENDED	
THREE-FINGER FEET: NOT RECOMMENDED	



Final Atomic Buster	Spin until 120 degrees then press any Punch Button
Aerial Russian Kick	0.00-0.00 with any Punch Button

ROLENTO: You might be forgiven for thinking that Rolento is an entirely new character. However, those of you with a more encyclopedic knowledge of Capcom games might recognize him as the level four boss in the original Final Fight (roll-on) and also as a conversion on the Mega-CD. His background is actually the moving cage lift that the Final Fight characters had to take to his bar. With a useful piece of piping in his hands, Rolento does a formidable hurling attack, although the necessary time with this move is massive. He also makes use of an aerial knife throw, a selling attack which involves multiple hits and a Vega-esque off-the-wall attack. As far as his experts go, Rolento makes use of his grenades which explode on impact and always enough to block them.



A Pipe-style toss from the wall, interview by a room to the stage. A attack-leakable Rolento technique.



Reinforcement of Fat Long's Rollie Bar move from Super Street Fighter. Rolento's throws can inflict many, many hits.



ROLENTO PERSONAL DETAILS

BACKSTAGE: 100%	
END-MATCH 100%	
END-BATTLE 100%	
CHARACTER:	
PUNCH KEY:	A/X/Y/Z
KICK KEY:	U/L/R/T/G
TWOFINGER: 100%	
THREEFINGER: 100%	
TWO-FINGER FEET: NOT RECOMMENDED	
THREE-FINGER FEET: NOT RECOMMENDED	



Pipe Throw	0.00-0.00 plus my Punch Button and utility Punch again
Attack	0.00-0.00 plus any Kick Button and any Jack again
Messaged Attack	0.00-0.00 plus any Punch Button and any Jack again
Messaged Air Raid	Press all Punch Buttons plus Punch again
Rising Power Grenade	0.00-0.00 plus Utility plus Utility plus Punch or Kick
Grenade Thrower	0.00-0.00 plus Utility plus Utility plus Punch again
Take No Prisoners	0.00-0.00 with my Jack Button

THE SANMAN CO

AM2. 3D. Two people brawling. Combine all three aspects of this and you have Fighting Vipers - the latest dynamic project to issue forth from the labs of the world's greatest arcade and Saturn developers. This month, we conclude our character-specific action on this most excellent of combat games... But there's more in the next issue!

The second (and concluding) part of our Fighting Vipers coverage begins on this page! If you missed last month's instalment, you either foolishly passed up on full-on action concerning Haka, Candy, Jane and Grizz. This issue, we follow up with newts lists for Tekis, Steel, Poley and Sanman - perhaps the four most dynamic characters in the game!

In addition, we reveal some of the secrets behind Fighting Vipers. We show off all of the different permutations of young Candy, including the special Virtua Fighter 2 costume! Let there be no doubt about the incredible nature of this conversion - although Virtua Fighter 2 is probably better in some regards, this translation of tekka-original is uncanny. That's why we give it a highly decent 9/10 in the last issue.

SBH, enough of this feedback - on with the full-on coverage you've come to expect! Plus expect more revelations about this shamming game in the next issue of SEGA SATURN MAGAZINE.



SANMAN - MAD RIDER!

PLAY AS: SANMAN Age: Unknown • Sex: Man • Height: Unknown • Weight: 112 kg
Specialty: Body Crash • Stage: Arm Stand Room

Not much is known about Sanman - we can't even know when he arrived in Arm Stand, nor one knows why he is here and his connection to old areas of the town remains a mystery. Even his real name is a secret only known to Sanman himself. He has no friends and no known family. Arm Stand residents have seen Sanman drive a specially converted, large scooter around town and have noted his fixation with the command "GO". People stay well clear of Sanman owing to his belief that fighting is the only form of expression open to him. Let there be no doubt - Sanman is one of the deadliest combatants in the game, with a range of techniques similar to Wolf and Jeffry from Virtua Fighter in terms of threat of attack. Although brutal, Sanman is not fat - everything you see is muscle, which makes his the game's heavy hitting in Fighting Vipers when this power is combined with his many and varied crushing techniques.



Sanman is possessed of some impressive throwing moves (above). Powering up the bone-fisted power meter against a preyed Poley does...



... like many of the fighters, Sanman has...



... a move that leads straight into a...



... power crusher (left), it does Poley...



... Sanman can use a kick, being immediately

METH



Sheer Smack	OPP	S
Block Bunker	OB	S
Double Block Bunker	FPL	BBB

Double Drop	OP	Bow
Mike Quake	O	Bow



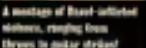
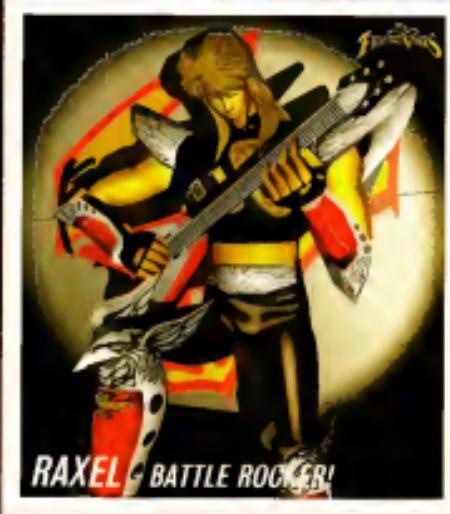
Back to the Feature... Back through the... Back to the Feature...



1/2 Panel	PP	BB
1/2 Hammer	PPP	BBB Bow
Job Hyperblast	OPP	BB
Job Hyper & Kick	OPPK	BBB
Punch & Kick	PK	BB
Explosion	CP	B
Double Hyper	OPPP	BBB
Chez	OPP	B
Double Chop	OCPP	BBB
Triple Chop	OPPPP	BBB
Generator (O)	OPP	BB
Generator (C)	OPPP	BBB
Generator (D)	OPPPP	BBB
Generator Panel	OPPPPP	BBB
Body Press	Any ⚡ move +P	B
Reverse Wedge Hammer	CP+G	BB Bow
Leg Strength	O S+G	L Bow
Paunch Bunker	P+G	B
Double Block Bunker	P+G+G+G+G	BBB
Hammer Down	OP+G+G	B
Hammer Down+Down	OP+G+G+G+G	BBB
Hammer & Reverse Wedge	OP+G+G+CP+G	BBB
Tsunami Flash	OCOCOP+G+G	BBB Take off Armor

Hammer Head Dash	P+G	Three
Hammer Strike	O+G+G+G+P	Three
Hammer Banging Head	O+G+G+G+CP+G	Three
Triple Head Bang	O+G+G+CP+G+G+CP+G	Three
Hammer Typhoon	O+G+G+CP+G+G+CP+G	Three
Three 200 P+G	Three	Three
Bear Hug	O+CP+G	Three
Bear Hug & Press	O+CP+G+G+CP+G	Three
Generator Bear Breaker	O+CP+G+G	Three
Pits Driver	OPP	Break & Slam
Sugar Power Bomb	OPD+G+G+P	Break & Slam
Irons Claw	WWD+G or O+P+G	Break & Slam
Board Swings	O+G+G+G+P	Break & Throw Possible
Rockin' Rock Head	O+G+G+P+G	Break & Throw Possible
Rock Drop	GOG+P+G	Three

Belly Attack	Back P	B
Back Peash	Back S	B
Stabbing Kick	Back D or CS	L



Age 17 • Sex male • Height 6'0" • Weight 164 kg
Specialty: Guitar Attack • Stage: The City Never

From his authentic appearance, it's clear that Raxel is the rock musician of the Fighting Vipers tournament. However, this guy takes his violence as seriously as his hard rock - he has learned some techniques from the world-class Fighter Jenny Bryant, but when to incur extra damage by using his guitar as a weapon. Raxel's life has been one of rebellion. Following an alteration with his father at an early age, he dropped out of High School and became lead singer/guitarist with the anarchistic heavy metal band Death Crucifix. He is out to prevent both his band and his own name, and even the Fighting Vipers tournament, as a mission to find out if the somewhat fiery nature of his attacks, Raxel is a good choice for unversed Virtua Fighter players who are new to Fighting Vipers.



The K+G kick is a great floating strike...

... Raxel uses the C+C guitar strike...

... on her way down & simple, easy combo...

... now Candy is off the menu! Melodized!



In this little sequence, Raxel demonstrates the ultimate nature of his attacks on closed feet.

Janet's down for the count, as Raxel begins with a C+C single guitar strike.

But if they are going to be spending time face on the ground, use the C+C power strike!

If that is failed and you want some extra damage for next, use the C+C kick. Lovin'.

SHOWCASE



From the movie *Rocky IV*, Ivan Drago's Razz...

...the power counter kick which in...

...very similar to the one Paulie...

...from Rocky Balboa does not...

	MOVIE	MOVIE
1/2 Punch	PP	PP
Punch & Kick	PPP	PPP
Punch & Kick	PP	PP
Approach	OP	N
Death Upper	OPP	NNN
None	OP	N
Elbow & Punch	OPP	NNN
Light Hand	OOPP	NNNN
Elbow Side Kick	OPP	NNN
Elbow Side-Kick & Elbow-Side	OPPP	NNNN
Elbow Death Side Kick	OPPP O-P-N	NNNN
Elbow Low Death Side	OPP O-P-N	NNNN
Double Spin Kick	PP	NN
Kicking Side Kick	OOPPPNN	NNN
Side Kick	OP	N
Side Kick Reversal	OPP	NNN
Death Spin Counter	OOPP O-P-N	NNNN
Low Death Side Strike	OOPP O-P-N	NNNN
Chest Hammer Kick	O-N	N
Reversal-Dash Kick	O-N	N
Vertical Kick	N-O	N Head
Arising Kick	OP-N	L
Death Flash	OOPP OP-P-N	N Take off Armor

	MOVIE	MOVIE
Gutter Thrust	O-N	N
Gutter Swing	OOP	N
Gutter Swinging Kicks	OOPP	N
Gutter Spin Kick	O-N	N
Gutter Death Strike	O-N O-P-N	NNN
Triple Death Strike	O-N O-P-N O-P-N	NNNN

	MOVIE	MOVIE
Black Beater	OP	N
Roundhouse Kick	OP	N
Gumbo Black Beater	PPP	NNN

	MOVIE	MOVIE
Jumping Straight	O-P-N	NNN
Shoulder Toss	O-P-N	NNN
Gunk Kick	O-P-N	NNN
Sliding Kick	O-P-N or O-N	L

	MOVIE	MOVIE
Wall Throw	P-N	Throw
Head Throw	OOP P-N	Throw
Head Throw	O-P-N	Throw
Machine Typhoon	O-O P-N	Throw
Back Drop	O-P-N	Throw

	MOVIE	MOVIE
Slipping In	OP	Slide
Buster Crash	OP	Slide
Double Flamed Buster	OOP	Slide
Super Red Kick	O-N	Slide



It's a fighting movie, Ivan Drago is based on Rocky Balboa from the Rocky Fighter and set without

any real fight although his fighting style is based on the fighting style of the main character of the movie.

SHOWCASE



Picky, in his "pang style" scores another victory.



A rather silly look make against Zoro here.



Not like this is that Picky. Picky is cool just.



The best of detail movement and lighting. Picky is quite accuracy. Not only can Picky fight fighters with arrows, but there's also totally different skills for each enemy arrow has gone.



Picky is one of the fighters who make the most of the wall. As soon here as...



... he jumps back, releases off the wall and strikes of his opponent. Impressive.



Picky also releases his hand from the wall between their legs...



... And it's possible to immediately follow up with a "banana kick" back attack!



Many of his attacks are based on the wall...



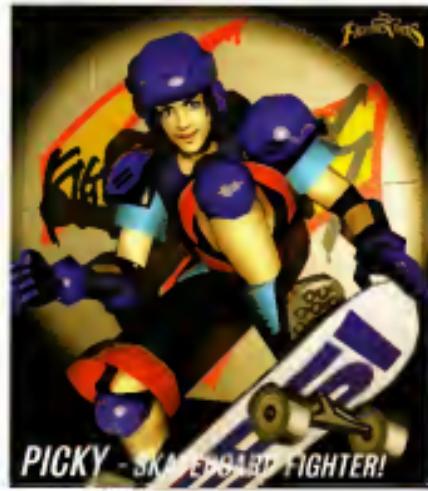
... Here comes direct, managing attack...



... That makes good use of the walls (he).



... Destroyed each of the



PICKY - SKATEBOARD FIGHTER!



Age 14 • Sex Male • Height 187 cm • Weight 88 kg

Specialty Skateboard attack • Stage The MID Cities

The youngest participant in the Fighting Furies tournament, Picky is not really associated with the urban violence that is shaping Arm Street City. Owing to his tender years, Picky still attends the local Juster High School, where he has spent many hours perfecting his skateboard techniques. Initially he took up the board in order to impress a potential girlfriend - Catherine. However, he soon discovered that the agility, balance and strength required in his spectacular skateboarding techniques could easily be adapted for fighting purposes. A small, fast and devious character (check his look between the legs of his opponents), he uses his skateboard for the basis of a great deal of his fighting attacks - the Board-Step in particular being one of his most powerful techniques.



Benzettin Honey is style!



Green meanders a horrific Party night!



Technique	Inputs	Effect
1-2 Power	P	None
1-2 Dual Click	PP	None
Double Tap Click	PP-D-xx	None
Double Upper Spin	PP-D-PE	None
Double Face-Click	PP-D-BB	None
Normal Dash	P-F	None
Normal Dash Kick	P-F-E	None
Normal Low Kick	P-O-E	None
Ground Dash & Kick	O-F-E	None
Hyperdash	DP	None
Hyper W-Spin	O-M-E	None
Xbox Dash Kick	AE	None
Xbox Dash High	CE	None
Xbox Kick	UE	None
Xbox Kick High	U-E-E	None
Wii Dash	CE	None
Normal Attack	O-C-E	None
Kick Dash	E-H	None
String Dash	Ground P-F-E-H	None
String Dash	O-C-O-C-F-E-H	None
String Dash	None to WAD-xx	None
Wall Climber	None, M-H-O-P	None

Technique	Inputs	Effect
Normal Dash	O-C-O-P	None
Jumping Head Dash	Up+ of Head O-P	None

Technique	Inputs	Effect
Normal Kick	CE	None
Swing Kickout	CP	None

Technique	Inputs	Effect
Book Throw	Book-P	None
Shoulder Throw	Book-P-H	None
Book Air	Book-P-H-E-H	None
Book Knee	Book-K	None
Booking Book	Book-O-C-E-O-E	None

Technique	Inputs	Effect
Wall Throw	P-H	Throw
Book Throw	O-C-P-H	Throw
Booking	CP	Break Defense
Leg Throw	O-H-E-H	Break Defense
Leg Throw & Bonus Kick	O-H-E-H-C-E	Break Defense & Attack
Ground Book	M-H-O-C-E	Throw
Air Book	M-H-O-H-E-H	Air Book
Breakdown Book	M-H-O-H-E-H	Air Book
Book Drop	Book-P-S	Throw

Technique	Inputs	Effect
String	CP	None
Normal Stomp	CP	None
Triple Stomp	O-xxE	None

"Combine all the best shooters ever played in one game!" EGM

BLOW 'EM TO SQUID SPIT

IN THE HUNT

SEGA SATURN

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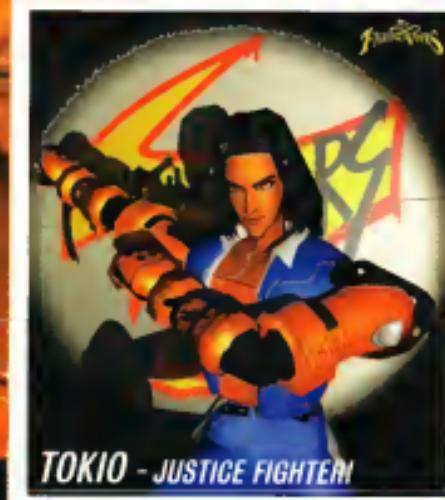
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S-2 & Kick	PPK	
Perch & Kick	PK	
Decoyed	CDE	
Open Arm Throw (L)	OPP	
Open Arm Throw (R)	OPP	
Tea Kick	TK	
Middle Kick	CK	
Double Middle Kick	DCK	
Double Middle Kick	DCK	
Knee Kick	KK	
BB-Kick	BBK	
Jumping Kick	JCK	
Head Kick	CHK	
Spin Kick	SK	
Spin & Blow	S&B	
SpinFront	SF	
SpinCoss	SC	
Low Spin W	LSW	L
Low Spin R	LSR	R
Triple Low Spin	TLS	L/R
Middle Kick	CK	
Middle Kick Combo	CK+CK	
Getupout High	GHD	
Getupout Low	GLD	
BB-Punch & Kick	BPK	
BB-1-2-3 Kick	APPK	
BB-1-2-3 Loop Kick	APPCK	
BB-PPP BB-K	BBPP	
BB-PPP Low-K	BBPL	
BB-PPP Loop-K	BBPLC	
Low-1 Punch & Kick	L1PK	
Low-1-2-3 Kick	L1PPK	
Low-1-2-3 Loop Kick	L1PPCK	
Low-1 PPP Low-K	L1PL	
Low-1 PPP Loop-K	L1PLC	
Ground Down	GDH	
Ground Down & Kick	GDK	
Ground Down & Kick	GDK	
Take Off Armor	TOA	



Box Gantai Move		
Front Buster	CDE	
Front Straight	Front F	
Shoulder Tackle	Front F+R	
Drop Kick	Front D	
Sliding Kick	Front D or L/R	L
Wall Throw	F+R	
Iron British Throw	OPP+R	Three
Rebel British Throw	OP+R	Three
Setting Throw	OP+OP+R	Three
Gloves Throw	OP+OP+L/R	Three
Back Throw	Back IP + R Back	Three
Sliding IP	IP	
Sliding IP	IP	
Sliding IP	IP	

Sliding IP Sliding IP Sliding IP



PLAYERS TO CHOOSE FROM



Age 16 • Sex Male • Weight 140kg • Height 184cm
Specialty Spin Kick Combo • Stage The Arm Shore Airport

H eeling been raised as the son of a Kofuku actor, Tokio is used to hard times. His father took to taking up gang membership of the Kuroi Black Thunder gang two years ago. Having successfully left the gang to leadership of Arms Base City, Tokio after his actions as leader led to the tragic death of a junior gang member. Now he prefers to think of himself as a lone wolf, and possesses the skills to lead off all others. Tokio is currently the favorite fighter in Japan, owing to his initial resemblance to Virtua Fighter 1 favorite, Liu Chen. Just like Liu Chen is capable of some incredible mid-air fat combinations, although their execution in Fighting Vipers is different enough to increase interest in him still further. His kick-guard button combinations can be adapted to suit the player and unbreakability here is the key - in one attack at any level whenever he places. If you liked the combo system in Virtua Fighter 2, Tokio takes it to a new plateau of greatness.

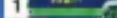


The corner of the ring is kicked when...

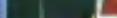


...Counter-attacking Tokio can MMA-style combine...

ANOTHER FIGHTER, MORE UNBREAKABLE COMBOS...



...Breaks a punch down in mid-air pitch...



...Breaks a punch down in mid-air pitch...



...Breaks a punch down in mid-air pitch...



...Breaks a punch down in mid-air pitch...



...Breaks a punch down in mid-air pitch...



Takis celebrates victory against his erstwhile partner in the Arachne Airport stage.



Almost like this in his left-playing, Takis is something of a dangerous customer...



About the opposite of Takis in playing style, Balis is most flying towards the base...



A somewhat dramatic view of Jane's pre-planned shot as Takis sends her flying towards the wire screen. That is no way to treat a lady character after...



Takis has a small range of throws at his disposal - nowhere near as powerful as his regard for Spanner or Board. Some players might think his shotpox thanks to those irritating thrown and combined combinations. And they could well be right...



Takis's choice, and more he has his opposition against the fence, that's it.



... Are powerful combined with the fence...



... And finish off with a somersault kick



... Which can be followed up with the kick...



... Rosiness of your choice...

HAVE YOU GOT THE METAL ...



TO ENTER
ROBO PIT
WHERE STEEL MEETS STEEL



**SEGA
SATURN**

Kokopelli

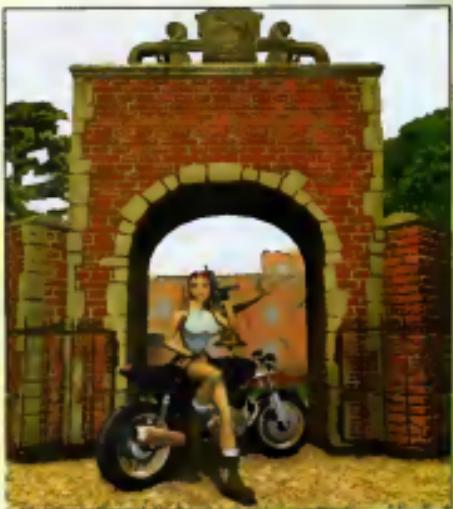
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FEMME FATALE

The Scion – perhaps the most powerful magical artifact ever to exist. Not surprisingly, everybody's after it, but only Lara Croft has the know how and the style to actually pocket the thing. **ROB BRIGHT** follows her through some of her Tomb Raider adventures.



Here we see the great Lara Croft posing outside her very poor residence. But who'd have thought that a girl brought up to be a lady could end up on a bike riding a gimp off?



The truth can finally be revealed; Lara Croft is a b*tch! That's right! Her old man is Lord Henshingly Croft, Arch-Dict of Gaffeur Maniac, or something like that. Anyway, after attending finishing school where she excelled in 'The Exploitation of the Poor and How to do it' she decided she needed a break. But where to go? Maaaaaa! The apartment in Vienna! Or maybe just knock about in Knightsbridge for a while spending lots of money and sitting in pretentious cafés? Oh the choices! Oh the agony of choice!

After a visit to her Person of Psychological Development Manager, she decided to take a holiday at a remote inn resort that caters for the toff end of the market. Not like Bulgaria where you might go on a school trip. As it turned out, the choice was a bit of a disastrous one. On her way back, refreshed by the mountain air and looking forward to a life of easy leisure, her plane crashed, killing everyone but her lucky self. Stranded out of the wreckage, Lara finds herself isolated in hostile territory - the kind of place where they don't accept visa cards and have no respect for the upper echelons of British society. Caught in this quandary, Lara does the only thing she can do and goes native. After a brief period spent drinking really water and existing on a diet of grub and maggots, our heroine discovers that she actually quite enjoys living like a poor savage type, and decides to begin an exploration of her mysterious surroundings. Over the next few years she learns to tame the chauffeur driven lions and the champagne breakfasts, and diversifies her thoughts from shopping by taking up archaeology. And being the phenomenally jazzy soul she is, she turns out to be a dab hand at it, discovering artifacts like the holy grail with a casual abandon. Naturally her reputation spreads, and soon she's adventuring for antiquities across the globe. Her latest mission is commissioned by a mysterious organization that want her to retrieve something known as 'the Stone' with only a couple of pistols and a grenade in the mouth accent to protect her. Lara moves through the leftovers of four ancient civilisations, danger awaiting her at every turn. Well, not every turn but lots of them all the same.

This is where you, the plucky player, comes in. There's a vast range of commands at your disposal which cause Lara to run, jump, climb, side-step, jump sideways, grab ledges, not shoot, swim... just about everything really. It's a good job she's the athletic type as well, because there's lots of tough terrain and a motley crew of enemies out to get her, everything from vipers to crocodiles, giant moles to good ol' human beings. There are four worlds in all, each of which is split into levels where there are a number of tasks, some of which are puzzle based, some of which require extensive exploration, and some where the priority is shooting down your foes. Cutscenes pop up now and then to fill out the plot, and the mystery grows thicker as you progress, but just what is the deal with this Scion thing? Hmmm, you'll just have to find out for yourself games chums.

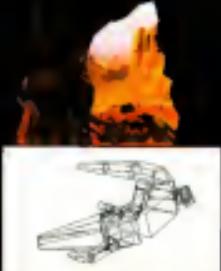
Tomb Raider is reviewed on page 66.



BACK TO MY PLACE?

Because Lara is one of those high maintenance characters, getting used to the moves available can take a bit of time. Fortunately, you get the chance to practice your skills when Lara invites you back to her mansion to hone some of her skills. This involves moving from room to room, practicing your jumps and rolls with the help of vaults and mats, and then taking a quick dip in the swimming pool. As you move about the place, Lara gives instructions which tell you precisely how to execute a move perfectly. If your playing is a bit natty it's always worth popping to this practice mode to get you back on form.





Below: wire frames to characters & vehicles. These pictures show you the ingenious methods that have employed to make something in the game look absolutely fantastic... was painstaking but leg, was it worth it?



(Above) This is the entrance to the garden in the City level. You'd better have your weapons at the ready because there's an ape in there.

PLAY IT AGAIN CORE

They're a shrewd bunch at Core. Maybe it's something about the Derbyshire air. Or maybe they just know their games. You see, they realise that with a game like Tomb Raider, gamers would be inclined to leave it on the shelf once they finish it (no easy task in itself). So when you do finally get through all those puzzles, enemies and levels, the game gives you the option to play in Action mode. This basically does away with the puzzle stuff and turns the game into a full-on shoot-'em-up. The enemies even regenerate meaning you can practically play it endlessly! Nice one, Core.



Reptiles stalk the Valley level, and some of them aren't even meant to exist anymore!



Lara stands at the entrance to a ruined Pueblo. This is to the St. Francis' Pueblo level.

Hmm... Animal voices being up to dry off. Very suspicious. What could it all mean?



A TASTER

Start to what you're getting, here's a taster of what you can expect from some of the levels in Tomb Raider. Obviously things get tougher as you move through the game. We'll only show you some snippets from the first two worlds because we don't want to spoil the whole game for you. We begin in Peru...

WORLD 1: VILCABAMBA

Travelling among the snowy Andes mountain tops, Lara finds herself at the gates of a lost Incan city known as Vilcabamba, contained within the mountain itself. The PMV intro piece shows Lara's guide getting attacked and killed by wolves as the giant doors open, so you know there's going to be a few of these knocking about.



THE CITY As Lara enters the gates to the city proper, she immediately faces a pack of wolves. Providing her gun isn't at the ready, she'll run automatically, although she has to be facing in the direction of the attacking enemy. Providing they're dispatched effectively she can go exploring for a bit. The action gets a lot more diverse when Lara gets the chance to do a spot of climbing. This will lead her to whole chambersimmered in water, and she needs to find a route to the surface before her power bar runs out. In the city there are locked doors as well as doors which open by switches so hunting for keys becomes a priority.



Here's a selection of shots from the intro to the Incan World. What happens is this: as Lara opens the giant doors, white bear out and attack her guide. So our intrepid heroine jumps down gone silent. She kills the wolves but it's too late, the guide is dead...oh well, can't be helped!

TICK CAVES: Lara's first stop sees her walking through the cave entrance to the mountain. Before she knows it there are dart missiles flying out of the walls, just like the opening to Raiders of the Lost Ark. There aren't many enemies in this opening area, although once Lara finds her way into the beginnings of the city, crossing rope bridges as she goes, there's the possibility that she'll have to contend with a bear.



It's the bear sitting in a pit just waiting for you to distract it. Because it's very big, you're going to need some serious firepower.



It's the classic suspension rope bridge scenario. It's get across it fast if I were you...

TOWER OF QUALITY: This is the last part of the Vilcabamba world and certainly the most difficult level so far. On entering the tomb there are many corridors. Walking down one of them for example, she triggers off a trap - the classic Raiders of the Lost Ark rolling ball trick! There are lots of spike traps in this level and some tricky puzzles involving moving blocks in relation to switches.



(Above) that big damned thing is set a huge level unfortunately. Pick it up and it saves your position - essential in a game like this.



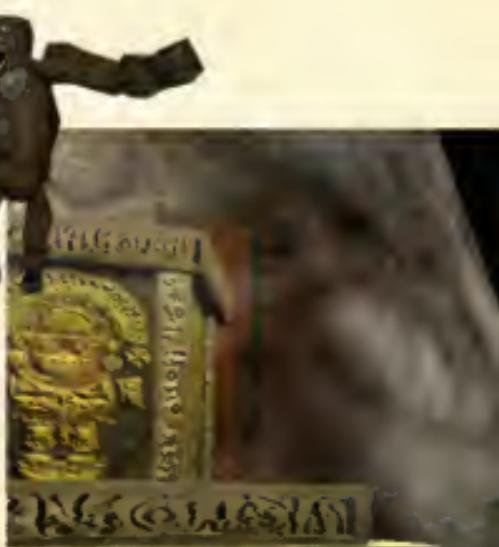
WORLD 2: LABYRINTH

After you've made it through the Icaca world, the plot thickens. An impressive cut-sequence shows Lara making her way into the headquarters of her employers, the Nefis Corporation. She is beginning to suspect they have set her up. Her travels then move onto the world of classical antiquity with the architectural ruins of Greece and Rome looking out wearily from the past.



ST. FRANCIS' FOLLY: As soon as you enter the first chamber in St. Francis' Folly you're in trouble. Two lions guard the entrance to the next chamber. Providing you take care of these, you can concentrate on the gorillas you'll have to deal with when you activate another door. Oh, so it's not very nice killing all these lovely animals but they seem'n me so that's alright.

Providing you do away with the endangered species vanishing about the place, the tasks start to revolve around lots of athletic jumping from pillars until you enter a giant labyrinthian room where there are four doors under the names of four gods – Atlas, Neptune, Thor and Daedalus.



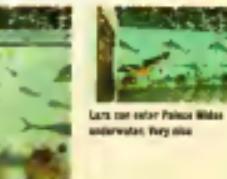
...and plenty of lions at the coliseum...

...and plenty of geometrically perfect pillars.



PALACE MIDAS: One of the routes into the Palace Midas is by going underwater and entering a pool through a gate. There are lots of lovely pictures of dolphins on the side of the pool by the way. There are now various sources to take, and lots of lava, gorillas and crocs sneaking around.

There's also an indoor garden access to which can only be obtained by finding the relevant switches to open the gates. You might also like to go and check out the broken-down statue of Midas himself.



THE COLUMNS: Once you've managed to open the door to the next level, you're immediately faced with the prospect of traversing a pit containing a couple of writhing crocodiles. This is where all those useful moves that Lara can do like crawling along ledges by her fingertips prove essential. Once she's inside the columns there are, as you'd expect, lots of lions to contend with, as well as the odd gorilla moving about in Dave Kusaili fashion (which is pretty counter actually). Once again there's plenty of climbing on that level. As you might expect.





MUSIC MOODS

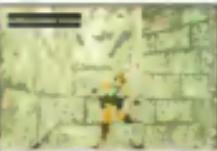
One of the most impressive things with Tomb Raider is the way in which the music synchronizes with the action. Rather than playing music all the way through the game, it simply cuts in on occasion. If, for example, a particularly nasty enemy is approaching, some dark and dramatic sounds are played. If you arrive at a new and beautiful chamber - like the huge multi-level room in the St. Francis Bay level - the music is more melodic and serene. Ahhh.



STRANGER IN SIGHT

Your enemies are not only lions, wolves, bats and other members of the animal kingdom, but also human beings in all their bipedal filthiness. There are a number of suspicious types you're likely to come across. In the coliseum, the mysterious Prince Daudan turns up, and in the valley where dinosaurs lurk, Lasson - the blader who originally commissioned you - pops up to blow you away and steal the piece of the icon from your corpse. Can't trust anybody can you eh?

Quite a bit of Lara's exploration involves her underwater, this gives us a chance to enjoy some great animation, and do a spot of diving as well. Diving doesn't actually make any difference but it looks nice so why not eh? Here's a quick word of warning - be careful and make sure you don't drown.



WATER BABE

Tomb Raider features lots of levels where water is involved, so it's a pretty good job that Lara is an ace swimmer. Unfortunately she's also more human than fish, so the amount of time she can spend underwater is limited. Just how much breathing space she has is displayed on a bar at the bottom which gradually decreases. When this is used up a gold bar appears which goes down very rapidly. If she doesn't come up for air before the last of it disappears, she drowns in a horrible and convulsive fashion.



Viper Talk

Now that Fighting Vipers is finally complete, SEGA SATURN MAGAZINE's Japan Editor Warren Harrod took time out to visit AM2 at Sega's Tokyo headquarters to talk Vipers with the HIROSHI KATAOKA - Crew Chief of the AM2 conversion team.

SEGM What were your first thoughts when confronted with the task of converting Fighting Vipers?

HK In the arcade version you were able to break the armour and smash the walls. Everybody really enjoyed that. For the Saturn as well we wanted to convert that perfectly so that Saturn users also could enjoy the great feeling of breaking the armour and walls.



The switch to a lower resolution allowed AM2 to produce amazing shadowing and shading effects. The visual look is absolutely amazing!

SEGM Please tell us a little about the team converting Fighting Vipers?

HK The main part of the team was the same as the Saturn Virtua Fighter 2 team. In addition, there were a few members from the original Fighting Vipers arcade team. Altogether there were around 15 people in total.

SEGM What was the first development work you did on the conversion?

HK Converting the Virtua Fighter 2 program was first; however, in Virtua Fighter 2 there are no walls so creating the walls and fences was where we started. On the Saturn, creating these big walls was one of the most difficult parts of the programming so as in order to get that out of the way we started on this first.



SEGM Was creating the walls the longest part of the conversion process?

HK No, not really. Rather it was necessary for us to develop a lot of very advanced programming techniques and the design also had various ideas they wanted to try and do so this was the most time consuming.

SEGM What were the main difficulties you faced in bringing Fighting Vipers to the Saturn?

HK Because Fighting Vipers has walls unlike Virtua Fighter 2 there are a lot more polygons being used. Furthermore, each time the armour is smashed lots of broken pieces are sent flying so that also uses many polygons. No matter what we do we have to use lots of polygons and that's really hard to do.

SEGM How much more complicated were the graphics for Fighting Vipers over Virtua Fighter? What complications did this cause when producing the Saturn version of the game?

HK The biggest difference is that the characters in Fighting Vipers have various types of armour attached to them. In Virtua Fighter 2 they are only wearing ordinary clothes made of cloth but with the armour there's an incredible amount of minute detail included which adds a kind of mechanical feeling to it.

Trying to make that kind of detail look good on a domestic TV looks as a lot of trouble. Other

than that, where the light hits a place it's illuminated and where it doesn't it's dark in the shade. This kind of shading isn't in Virtua Fighter 2 but it's used in Fighting Vipers. This effect looks great but then the programming side is extremely hard to do.

SEGM How long did it take you to develop this?

HK About half of the total development time was spent experimenting with this.



SEGA SATURN MAGAZINE would like to thank Haga, Haga of Japan and Hiroshi Kataoka (above) of AM2 for their time and expertise.

SEGM The inclusion of the walls and fences in Fighting Vipers was obviously essential in bringing the game to Saturn. What difficulties did this present?

HK As you'd expect a large number of polygons is essential but then area size is also important. When a large polygon appears on the screen then drawing it is difficult. If you display a big wall completely no matter what you do, when the camera pulls back the character becomes too small so you can't draw that many big polygons. Correctly preserving the size of the characters size while drawing these huge walls is really difficult. If the characters were displayed really small then drawing the walls would be quite simple. But, when they're big it's much harder.

SEGM What difficulties did the interaction between the fighters and the wall bring up?

HK It's essential that the way the characters bounce off the walls is recreated identically to the arcade Fighting Vipers. The reason why is that the players want to be able to use the techniques of being able to throw their opponent against a wall and have them bounce back in exactly the same way as the arcade technique would. Because of this we had to recreate it precisely. This point of a technique's identical use is essential to making the Saturn version seem identical to the arcade version and it takes a lot of work to accomplish.

SEGM How smooth was the process of bringing the Fighting Vipers characters from the arcade to the Saturn? Did any of the Vipers cause any particular difficulties?

HK It was very hard. The characters detail is extremely minute and complex. To make that detail stand out was very tough. Amongst the characters Candy was particularly difficult. She has a very cute face. If her face doesn't look exactly the same it won't look cute. It took us along time to get her face just right.

SEGM Obviously, converting Virtua Fighter 2 must have helped AM2 in bringing Fighting Vipers to Saturn. What kind of help was this?

HK If you're talking about to what degree Virtua Fighter 2 was used as a reference, then the arcade Fighting Vipers also is very similar to the arcade Virtua Fighter 2. Virtua Fighter 2 was used as the basis for Fighting Vipers so the programs are extremely close. The original programs are similar to the degree where you could almost say that if Virtua Fighter 2 hadn't already been done then we couldn't have created Fighting Vipers. The fundamental sections are the same. Rather than being helpful, the most necessary

parts of the program are practically identical to Virtua Fighter 2 in fact essential.

SHM The speed of the action in Fighting Vipers is a lot quicker than in VF2. What difficulties did this cause?

MK From the coding point of view, for example, in Fighting Vipers there are a lot of very fast punches. The collision detection for whether a punch hits or not is extremely complex indeed. It was necessary for us to create new collision detection routines for Fighting Vipers.

SHM Virtua Fighter 2 used the Saturn's high-resolution mode throughout, whilst Vipers uses it more sparingly. Why was this?

MK In order to create the surface of the walls, no matter what you do creating a vast number of polygons is essential so this time we reduced the resolution a little. This was one reason. One more reason was for the shading of the polygons. In the case of the Satans, if you use a lower resolution, the shading control of light and dark can be used.

SHM The balance between the screen resolution and the number of polygons is always a factor. When did you decide that it wasn't possible to have Fighting Vipers in high resolution?

MK That was decided at the very beginning of development. We decided that this time we wouldn't use the high res mode and instead have lots of polygons and use shading instead.

SHM How long did it take to complete your work on Fighting Vipers? Did you finish ahead of schedule or on time?

MK It took about eight months. Generally speaking we finished according to schedule.

SHM What was the feeling like amongst the conversion team during these final weeks?

MK I think we all wanted to return home as soon as possible and relax. The final two to three weeks were honestly very difficult.

SHM Now that Fighting Vipers is complete, what is your opinion on the finished game?

MK It is an arcade conversion but with regards to the consumer version various original features have been included. For example, the training mode, playback mode etc. I feel it was really great that we were able to put so many of these original consumer modes in.

SHM Which aspect of the game are you most proud of, and why?

MK It's something we talked about at the beginning but when you break someone's armour it's a great feeling. I'm really happy that we could convert this over perfectly to the Saturn version. Being able to represent the breaking of the armour and walls to the same degree as the arcade version is the thing I'm most proud of.

SHM Finding the hidden options and secrets has become something of a tradition in AM2 titles. How did you decide what to include in Fighting Vipers?

MK As for the longer I thought about it for both the team and the users' enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying it's really great fun, so now I have the feeling that it's more important than I first imagined. Everyone's delighted with these extras.

SHM What about the bonus?

MK I laugh! The team thought it would be interesting so they put it in for both their own and the users' enjoyment.

SHM How long did programming in all of those extras take?

MK It was around the final month.

SHM How important do you view these extras in the context of the overall project?

MK As for me, I originally intended it for the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying that it's really great fun, so now I have the feeling that it was more important than I first imagined. Everyone's delighted with these extras.

SHM Did those user options help you decide what you were going to add?

MK Yes, a fair number of them were really useful. On top of that, with regard to the arcade Fighting Vipers there were a number of star players. We talked directly to them and listened to their various comments. This was also a good reference.

SHM In terms of hidden characters, you seem to have concentrated on Candy's wardrobe quite heavily! Why was this?

MK The voice of the users. Candy is a very popular character so this was in response to her popularity.

SHM Please tell us a little about the inclusion of the bear.

MK The bear was originally from the background of the Old Western Town stage. It was standing at the back of the stage. It's a popular mascot character for Fighting Vipers.

SHM BM and Makai seem to be very similar indeed. What are the differences between the two characters?

MK BM is the bear character! He's tremendously strong so whenever a player is versus another player, the player who uses BM becomes excessively powerful. The balance isn't very good. In order to get the balance right for the Saturn player in player mode we reduced the specification of BM and created Makai.

SHM Now that Fighting Vipers is available to buy in Japan, can you tell us a little about the reaction you have had to the game from the press and the users?

MK Fighting Vipers was originally an arcade game however, due to the extra features such as the bear, Hyper Mode and Training Mode etc., everyone has said that it's really fun to play. I think that these points are really enjoyable for everyone.

SHM Do you have a message for your fans outside Japan?

MK I've been to America several times and met players but I haven't yet had the chance to meet any European game players. If there are any opinions from users who've played Fighting Vipers and enjoyed it, I'd certainly like to hear them. By all means I'd really enjoy receiving their letters.



BM (above) is the final boss in Fighting Vipers. The player-controlled Makai is slightly weaker but a much easier target than the original, stronger version (left).



The released effects from the bonus and the walls were the most difficult to successfully replicate from the arcade.

 SHOWCASE

Daytona, Daytona

- so good they



Take a look at some screenshots showing the new car bodywork for the US Team cars included in Daytona USA.



Each of the eight cars has their own distinct paint-jobs as well as different handling. The four cars from arcade Daytona models of vehicles in Daytona USA Circuit Edition.





made it twice!



Don't say Sega never do anything for you – after pressure from Daytona fans they've yielded and asked the maestros behind Saturn Sega Rally to revamp the whole stock car concept. We take a good hard look at the (almost) finished result...

I often wonder how differently my life would have turned out had I been a junior spy, bumbling during the difficult puberty years I would have become fond of my jet-setting espionage lifestyle and refuted against my secret service upbringing, leaving me to exploit my near-superhuman talents in other arenas. Combining this first youthful fantasy with my childhood memory of those earnest-sense innocuous kids that were always on Blue Peter cheering off, I'm fairly sure I would have ended up as a glorified stock car drag racer, driving super turbo cars at 100mph with scant regard for my own life.

But then I look at other young pledges and observe their various falls from grace, noting that the sooner and more gaudily the child, the more screwed-up and degenerate the adult. Which further leads me to believe that I would never likely have by any means shrunk-plane piloted rocket car fuel like it was healthy Scapple and heading up photographs.

So it's lucky that I was never a junior spy and that my life has not been adversely affected by a pre-pubescent position as a spook in the Cold War. It's also lucky that I stopped watching Gerry Anderson TV shows and refuted myself. And, as an unrepresented speaking-clock-esque third stroke of luck, I am almost fortunate that Sega have seen fit to release, not one, but TWO versions of their stock car game Daytona on the Saturn. This allows me to live out my fantasy parallel life in the comfort of my own home. Except for the photographs bit.

Humorous readers will no doubt remember the first conversion of Daytona, which was one of the first titles to grace the Saturn upon its US release. However, newcomers to the Saturn console may not know that whilst this was by all accounts a smart game, as a technical conversion accomplishment it fell somewhat short of the high mark we now expect. The coders, unfortunately with the Saturn technology giving us a game high in playability but low in pixels. Then, in the wake of the stupendous Sega Rally, thousands of frustrated-looking Saturn owners harried Sega with requests for an updated "Daytona Remake". Well, we hope they're satisfied, because Sega have given at least two or three better and completely re-converted Daytona from scratch AND thrown in some extra new elements. As you can see from the shots in this preview, it looks a billion times better. And as you'll learn from the words, it even plays better, too.

Daytona USA is reviewed next month.



A few of shots from the Desert track.

AMAZING NEW TRACKS A-GO-GO!!!

Probably the element of Daytona Circuit of most interest to owners of old-fangled Daytonas are the new circuits themselves. There are two on offer, known as National Park Speedway and Desert Highway. They're both tougher than the old tracks served up by primitive Daytona USA. Here's a brief guide to the pair of them.



NATIONAL PARK SPEEDWAY

A leafy green expanse, as you'd expect from a national park. It's got plenty of wide-open looking spaces which contrast with the often tight track. It looks as the surface isn't as distorted as the green bits of the existing Galaxy Sea Street track. But it's trackin'. Note the Ferris Wheel and Rollercoaster. Since we saw the game last month the CG conversion team have added moving rollercoaster carts to zoom around when you drive past.



DESERT HIGHWAY

Looking totally unlike any existing Daytona level, Desert Speedway starts you off near a strip of tumbleweed-looking shaggy steps in the middle of a stretching stretch of sand. From here it's an uphill sprint, taking in some grotto sights along the way - such as the hot air balloon which rises into view over the edge of a mountain road. Also look out for the train that shoots into the mountain-side tunnel in a manner of which Freud would no doubt be compelled to comment upon. This is one of the best-looking levels going, even if it is a bit on the yellow side.

Expect more shots of the finished article in the very next issue!

TIME WON'T GIVE YOU TIME

If you really take your racing games seriously you'll be pleased with some of the minor features offered by Daytona CG. Along with the usual rush of replays and ghost modes and so on you're able to keep yourself informed of how your current performance is going while you race. The Time Comparison option tells you how fast your lap is and how it compares to the fastest times achieved on that stretch, allowing you to work out where your weakest racing areas are. Or make your little brother feel bad when he sees your times, depending.



It's lots better this time!



Daytona USA never had any problems in the graphics department. Now, thanks to the technical expertise of the CG team, the graphics will be amazing too!

SPOOKY GHOST MODE!

Chillax, as any paternalistic researcher will tell you, come in all sorts of shapes and sizes. Now you might think "What the jiggins has this got to do with Daytona? Get on with it already you link!", but this does have some relevance. You see, Daytona had a Ghost Car mode, which allows you to "race" against the spirit of the best lap time. Like in Italy, Daytona CG offers six different types of ghost car, depending on how you'd like it to look: it could look like a normal solid car, or a shadow of an automobile, or a flashing type graphic. Pick the one which you think is the least distracting for you, that's our tip... We're scared for our roundabout you know.



The CG stakes are better this month.

See more Daytona CG on page 100.



The expert track (above) was something of a gink fest in the original Daytona. It's loads better now and the GS Team are still re-modelling bits and pieces as we write.



ROUND AND ROUND SHE GOES

We all know that the real skill in racing games lies in maintaining a top speed over a number of laps, not just soaring one particularly speedy circuit in a race. Daytona Circuit Edition offers players three levels of lag intensity for players to test their mettle in. Weedy players should start off on normal mode, which offers a fairly small lap count, differing depending on the track chosen. Mass nihil types with more time on their hands should opt for GP mode, where the number of laps required per race hangs around the twenty mark (or around 2.5 times the normal mode number).

Gullible for punishment, though, should head straight for

Endurance mode, which asks the impossible - about a thousand million laps per race. Well, about ten times the normal mode amount, anyway. Which is still loads. The exact quantities of laps for each mode is still subject to change, however, so things may not be so grueling in the final version.



CHOOSE YOUR FAVOURITE CAR!

"I wanna flyyyy sky high, on a horse or in a car!" That sang the warby blake on the old Daytona soundtrack, informing players as to the choices of transport as after. Well, not quite but had he done, the lyrics would have been completely correct. This time round, the vehicle selections would be slightly more difficult to fit into a rhythm. That's because all-new Daytona presents players with a menu of **SEVEN** different cars. We'll say it again: not a single one of them is the original and "blasphemous" (although there is actually **one** car called the Hornet in there, oddly enough). Instead they're all very revamped motors, each with their own abilities and handling personality. Along with an individualised bodywork job too. Some cars are better suited to some tracks and play styles than others, and even once you know the parameters of each vehicle you'll still have to experiment before finding the right one for yourself. We're not totally sure what they're all like yet, because the majority of the content method have yet to be sorted out completely. But rest assured we'll give you the full low-down before you get your hands on the game. So that'll be next month then.

MIGHTY SPLIT-SCREEN MODE UNVEILED!

One of the most exciting developments in the new Daytona is the addition of a split-screen two-player mode. Those know-it-all who said it couldn't be done were already face-feeding their words by fully Daytona compounds that V-flipping by being even better than Rally in terms of graphical license. Whilst it's necessary to lose a certain level of detail to get the split-screen action running at the right speed, the barebones colour of Daytona remains intact. At the moment the clipping is a little intrusive, and work has to be done on shrinking the speeds which currently impinges on the players' view of the horizon. Apart from that, though, it's cool. All the tracks and cars are fully playable in head-to-head mode, along with lovely extras such as the time-comparison which tell you how badly you're losing. Definitely worth the price of the new game alone.



In the two-player mode, there is some loss of detail, as in Sega Rally, but mostly it's stuff that you wouldn't notice if the reduced screen size moy...»

The important thing with the two-player mode is the speed and depth processing. Since twice as much data, this split-screen is still smoother than the original Daytona RAC!

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SEGA SATURN

Review Index

My kids, Tricky Ricky Nixon here - back from the grave to introduce the Sega Saturn Magazine Reviews Index for this month! You know, it's been some time since my enforced resignation from office, and a body's gotta find some way to pass the time - which is how I get into Sega. All these cool games where you can just blow everyone up! It's great! I can't wait for EA's America Strike, when I can destroy the White House if I can't goddam have it, NO ONE CAN AHHAHAAHAAAAA! Ahem. Anyway, hope you like the following game reviews, gameoniks. Catch ya in thirty, homies, Ricky Nixon. P.S. Never trust a ceramic.

STREET FIGHTER ALPHA 2	66
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TOMB RAIDER	70
EARTHWORM JIM 2	72
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BY	CAPCOM
PRICE	£29.99
STYLE	FIGHTER
RELEASE	CHRISTMAS

If the Street Fighter mythos is to be believed, Street Fighter Alpha was set between the first Street Fighter games and it's massively more successful sequel. Which makes it Street Fighter 1.5, in doomsday terms. So that means that Alpha 2, the sequel to the sequel of the prequel, must actually be Street Fighter 1.75 (or Street Fighter 1 and two-thirds if you're an optimist). How long will we have to wait until Street Fighter - The Thursday Before Street Fighter 2 Edition? Turbulent? Well, actually, probably forever, because Capcom have said they're not making any more Alpha games. Although we've heard that sort of live before. Many times.

This is because Street Fighter is one of the longest-running and probably the most enduring series of games in history - and not without good reason. This was after all the title responsible for introducing combos to beat 'em ups without which the genre would not exist as we know it. Since this initial success the modish scientists of Capcom have taken day and night updating and improving their little baby.

Alpha 2, the latest fruit of their labours saw eight year labour is doubtless the version most guarded towards SF experts. It features way more moves than its predecessor, and not merely in the quantity of special attacks available to each character. Along with the familiar standard and special attacks, there are now Zero Counters which allow you to reverse incoming

attacks if you're quick enough and Super Combos - Max Meal versions of special which are unlockable once they make contact and are capable of inflicting serious damage.

The graphics also received an overhaul with Alpha taking on a more anime-style with more emphasis on proportional exaggeration and cartoon lusciousness than the previous pseudo-realism comic book thing. Or whatever. Anyway it looks really nice; it's very colourful indeed, the backdrops are smart and all the fighters look like grotesque pre-Christian Greek mythological sculptures which was probably the idea all along.

The other idea, obviously, was to come out with a beat 'em up to rival Capcom's own big contenders, like X Men and Darkstalkers as well as moving beyond the prequel. This has been accomplished perfectly. Home Alpha 2 is big on home improvement - there are two excellent conversion-only play options to extend the longevity of play. The final Survival Mode is an excellent challenge

(the player has only one energy bar to play through the whole game with). The second Training Mode is a great idea considering the level of complexity beat 'em ups have attained. If you're shaggy on how to perform the various hand-torturing combos and counters. Training gives you infinite time and a non-aggressive dummy opponent to practice on.



Executing some awesome Super Combos is clearly the order of the day judging by those nervousness to the left and above. Check our interview for comprehensive moves lists.



A nice example of what is known as the Super Combo (left) as Ken initiates his multiple dragon punch attack upon a hapless Ryu. Most of the other characters from SFM haven't changed much.



attack if you're quick enough and Super Combos - Max Meal versions of special which are unlockable once they make contact and are capable of inflicting serious damage.



Newcomers to this Street fighting thing would be advised to start here, and head into the main game once they've attained a degree of mastery over the controls. There's a lot more to Alpha than just mashing in and pressing all the buttons in the hope you'll win. Established SF masters on the other hand are in for a treat.

The mechanics of Street Fighter Alpha offer almost limitless scope for developing combos, playing out old favourites and inventing new ones of your own. There's a whole rack of new characters (most of which disappointingly, are called from Street Fighter 2) to get to grips with, too. And in the true manner of every SF game.

Capcom have listened to the players (the real experts) and evened out the advantages between the various char-

acters slightly.

The result is a product polished to the point of perfection, whilst it's easy to get into and accessible it also features unparalleled depth which ensures it'll stay at the front of your collection for some time to come. Of course as with all fighting titles it's LOADS better with two human players. In fact we advise you buy a real opponent if you haven't already got one. Just tell them you can get the most out of Alpha 2. Maybe not an essential purchase if you're a fanfare-the-sig-penter of the genre and you already own the first Alpha, but anyone with more than the merest passing interest will love this. It's fast, tricky addictive and just generally all-round awesome.



A bit of a double knockout situation assuming Goliath whilst Chun-Li gets it the fun via the finish-happy kick.





The centerpiece of Street Fighter Alpha remains the spectacular Super Combo. Like Ryo's mega fireball (above), they're brilliant!

Street Fighter Alpha 2



CAPCOM! LORD OF THE JUNGLE!

What Capcom don't know about 3D beat 'em ups isn't worth knowing. Maybe. Obviously, if they knew every thing good at their games would be the same and they'd never get any better. But the likelihood is that if there is anything more to learn about 3D fighting games Capcom will think of it. Just look at their other success stories X-Men: Darkstalkers and the first SF Alpha all scored over 90% in this magazine, and then's still Marvel Super Heroes and Street Fighter vs X-Men to come! Hooray for Capcom! Lord of the Jungle!

Plenty of old-style character action in those shorts (left).



Select all of these AND you'll become fighters!

Ryu remains a favorite opponent.

The Saturn is the definitive choice when it comes to Capcom fighting games. In terms of resolution, speed and detail SF2 is superior to the PlayStation version.

Once again the Saturn demonstrates its accessibility command over all things 3D with another cracking beat 'em up. In terms of audio-visuals and all-out action there's no 3D fighting game to compete with this Saturn translation of SF2. On any system

	graphical	sound	playability	lastability	overall
graphical	92	90	95	94	95
sound	90	90	95	94	95
playability	95	90	95	94	95
lastability	94	90	95	94	95

95%

BY	SEGA
PRICE	£39.99
STYLE	SPORTS SIMULATION
RELEASE	OCTOBER

It's long since that America's national sport involves neither the testosterone-fueled aggression of American football, nor the theatric high-jinx of basketball, but skills and techniques that, in this country, are best expressed in *unseen* P&G lessons. It's rewards after all, despite what any codhouse you might say, as they hide this fact by creating a unique universe of rules and statistics but it's still about whacking a ball with a bat and running for bases.

With baseball wins there's almost an identical sense of *abut disinterest*, something which makes it pretty tough for them – whatever the quality – to sell well in Britain. World Series Baseball was up against such odds when it appeared over a year ago and to its credit it managed to drive home no matter what your attitude to the sport itself. This kind of success naturally engendered a sequel and here it is looking much like its predecessor but pretty fine with it.

Behind the maze of stats, the rules of baseball are actually quite simple. A player moves up to the plate to face the pitcher on the mound. He has three attempts to hit the ball and if he can't manage it he's out. When three players are out (either through strikes, being caught or run out) the inning is over and the teams swap places. If a player manages to connect with the ball he can run for one or more



bases depending on how good his hit was or how far he is. When any player makes it round all of the bases the team is awarded a point.

Despite the fact that all Americans will know the game anyway, World Series Baseball 2 effectively manages to convey the rules to those who, like myself, are a bit lost at this outlet. Like the John Muggles, the enjoyment of playing means you pick up the rules almost instinctively and it isn't long before you're organizing some of the more complex tactics like changing field positions, going for a steal or selecting pitchers to match left or right handed batters.

You'd be forgiven for thinking that the gameplay in World Series Baseball 2 is rather shallow. At first, hitting the ball seems a matter of luck, more than judgment, and while it's easy to get curve on the ball, pitching tends likewise a bit uncontrollable. More than anything this is familiarising yourself with the subtleties involved in the gameplay and, once you begin to master the game, the extent to which players and teams vary makes itself most apparent.

World Series Baseball 2 features all of the teams in the league meaning you've got hundreds of players to deal with and a good range of quality in rest, depending on who you pick. There's a variety of game options from exhibition through to league, and even the chance to get some batting practice by playing a

That's good sir! Brock Thomas heading for first base. As you may be aware, he's yet to have his own baseball game, Big West Baseball, that isn't quite up to scratch.



home run derby

With all these positive comments in mind, I suppose I should add the obligatory warning at this point: the warning being the somewhat limited appeal a baseball sim is likely to have among the firmly footy-oriented British public. If you have涵养ing memories of rounders or hate with a passion those people who put on American kit to play softball in the park, I suggest you stay clear of World Series Baseball 2. As for everyone else, it'll sit comfortably next to your more anglo-scientific sports sim.

8.6



SS Stocker



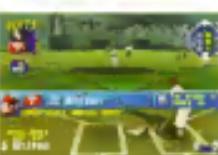
3B Fuentes



SEGA SATURN



(Top left) The Indians are dwelling about the middle. It looks like there's some contention between the bases.
 (Top right) He's running from 3rd to 1st. He's quick about it!
 (Bottom left) More shoving in the field.
 (Bottom right) He's on the bases and the batter's about to strike. It looks like a home run is in order here.



WORLD SERIES BASEBALL 2



The ball is up! A catch is imminent.



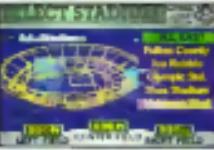
WSB 2 hopefully suggest that you "play ball".

STADIUM ROCK

A good example of the detail the programmers have shown in World Series Baseball 2 can be seen in the range of stadiums included in the game. There are some pretty famous ones in there that you'd have heard of in movies like Field of Dreams – places like Wrigley Field, Fenway Park or the Yankee Stadium. Each of them is accurately rendered with the exact field size and everything. To top things off, they've even appropriate commentary from the classic broadcast York Yankees!



Fenway Park – where legends are born!



Veterans Stadium – where legends still...



The finalness of the outfielder. A fielder is this position near the risk of a criminal collision with the wall. If he's too busy looking at the ball rather than where he's going...



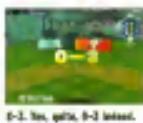
CF Lewis

They stand in silent concentration. The tension is palpable.



RF Krebs

A fine sequel to what was a very good game is the first place. There's enough style and depth in World Series Baseball 2 to keep you happy for months.



	graphics	sound	playability	usability	overall
graphics	82	86	87	88	87%
sound	86	86	87	88	87%
playability	87	86	87	88	87%
usability	88	87	88	89	87%

BY	CORE DESIGN
PRICE	\$49.99
STYLE	ADVENTURE
RELEASE	OCTOBER 1996

Seven years back Core Design wrote a small software house in Derby "famous" for the Megadrive platform game Chuck Rock. Now Chuck Rock wasn't bad at it went, but it wasn't until the release of the Mega-CD title that our heroes at Core shot to first division (or Carling Premier League or whatever) status with their excellent go short 'em up Thunderhawk. Since then they've successfully claimed the job coding Master gimp as their very own, producing a string of titles along Thunderhawk lines, such as Skidbladnir and Battlecruiser. Tomb Raider is the latest polygonal offering though from their stable, and the first to feature a normal human being in the starring role.

Locally the game works like this - you're set to work in a number of 3D levels which may be explored freely at your leisure. However, certain sections of each stage are usually sealed off by locked down or summon and you've got find the correct key/lever/object to open it (or whatever). Along your travels you'll meet up with numerous wild animals (both real and mythical) which you're invited to shoot with your guns or avoid with your selection of acrobatic skills. These are harsh platform arrangements to conquer long falls underwater swimming sections and all manner of other nasties thrown to your person as you'll.

The object of the game is to rescue a shadow of ancient treasures from long-forgotten temples and the like. There's a plotline about how Lara Croft (your character) is hired by mysterious corporation to seek out the three parts of a mystical antique thing. This crops up in the form of intermissions between levels where there's a bit of banter with some other characters. You also along with the various representations from the animal kingdom. Tomb Raider also features a number of non-player treasure hunters on the same trail as yourself. Some you'll get talking to,



After seemingly years in development Tomb Raider is finally ready for release. And doesn't it just look worth the wait. That logo to the right seems to confirm it.



A great deal of effort has gone into the control method used for Lara. Swimming is particular makes not as being overly see (shown). At the of grasping with a gun (below).



but others will try and kill you numerous times. It's a minor touch and one which adds an element of urgency to the situations which could quite easily have been a little too static given the explosive nature of the events. Luckily this isn't the only plus point. The central character is highly versatile and capable of performing numerous different jumps, shuffles and shoves. All of these are essential at some point during the game, meaning you have to know your way around the controls. Each individual level has been designed beautifully taking its cue from real-life adventure publications to produce fairly authentic looking man environments. It's the urge to explore which makes Tomb Raider compelling. The pace of the action is pretty laid back so anyone expecting an Indiana Jones experience has another thing coming. The emphasis of Tomb Raider is far more on the puzzle factor. The first couple of levels are easy enough with only a few lures and the like.

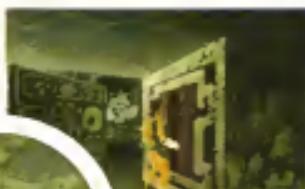


Kind of like Resident Evil meets Prince of Persia in full 3D. That's Tomb Raider.

blocking your path to victory. After this the challenge level of the problems starts a steep ascension towards "Very Very Hard Indeed". That's where my second criticism comes in. Tomb Raider's control method requires pixel perfect coordination and that coupled with the lag between a button press and the appropriate action being carried out can be extremely (not EXTRREMELY) frustrating in some situations. Basically Tomb Raider isn't the sort of game you can't bung on for a quick five minute blast on. Core reckon that there's a hundred hours of gameplay required to complete Tomb Raider and we can see no reason to disagree with them. Although of course, about thirty of those hours will be spent wandering around aimlessly and hurting your head trying to work out what to do next. The addition of the Action Mode once the game has been completed adds still further to the lifespan of the title.

My only real complaint about Tomb Raider is that it feels somehow unassuming in its atmosphere. It is a great game with superb graphics and has obviously taken a shedload of thought and work (and cash) to produce but for some reason it doesn't feel as flashy as say NIGHTS or any of its other big budget peers. Not that that's much of a problem really if you're looking for a game to keep you busy while the weather's crap. Tomb Raider is the perfect companion. It's a lengthy challenge, a lot of fun and one of the better games from this country so far this year.

R A D



The 3D modelling in Tomb Raider looks absolutely fantastic!



ART ATTACK

In this game come out of nowhere! Blithely with such inventive graphics, which easily rival the best 3D games, developers can produce original designs to all the beautiful environments. Core have also produced a hefty quantity of excellent visual artwork, like the stuff found on this page and in our Showcase. It beats the heck out of the flag-pocked-back that does you more than some off-the-shelf books, that's for sure. Eagle-eyed readers may also have

noticed that some of the Saturn's art can't actually make things more visually at this resolution. I'd like to show just a portion of what looks like the most recent version of Crystaline's Tomb Raider world, and I've done so.

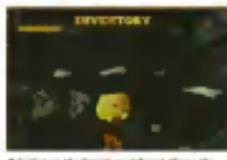
TOMB RAIDER



A lot of Tomb Raider's puzzles centre around the pushing and pulling of levers and objects. Some puzzles are excessively needful.



Every self-respecting platform game - even its spin-offs - should stick to the maxim that an its level should be in there somewhere. *Zone Warps*, *64* and *REMENTS* do it too! However, these games don't have the same amount of lock-step interaction as Tomb Raider has, as the pushing and pulling around this caption shows quite well.



Bringing up the inventory (above) shows the entire range of objects that Lara has collected, all of them beingly measured in 3D. They spin around the...

A classic exploration with rooms of fun play. Definitely one for the collection if you value your value.

graphics	94	overall	92%
sound	90		
playability	93		
lastability	96		

ES	VERGIN
POLICE	TBA
STYLE	PLATFORM
RELEASE	NOVEMBER 1996



Once upon a time, there was a worm called Jim with a robot power suit. He didn't do a lot, really. Just saved a princess a couple of times before retiring rich. Now his ancient adventures are available for your Saturn. Obviously Virgin are cashing in on retro-games fever.

Earthworm Jim, you may remember, was that family games character invented by Shiny Entertainment. This is believe he went on to star in his own series, range of action figures, boardgames, pyjamas etc etc etc. Well now he's BACK, gammonlike, and this time he's in a game again. Of course, we shouldn't mock Shiny for the proliferative nature of Earthworms. They're probably rich enough to buy every magazine and each the lot of us. Plus, of course, they had to find some way to earn a crust out of what is so far the only Shiny character to make it to games shelves. If you want to persuade someone to buy your development house for a hundred billion thousand dollars you've got to have some incentive, I suppose, and two platform games might not be enough.

Or perhaps they are. Because for reasons best known to themselves (but probably involving cash) Shiny have chosen to develop Earthworm on 32-Bit in a straight conversion of his second Megadrive adventure. Admittedly it's not the most lucid of platform games. Earthworm is famous for the variety inherent in his titles. Various levels see you digging, flying, Stanhope-ing and pig lifting along with the usual gamut of running, jumping and shooting. However in any area other than commercially releasing a year-old Megadrive game on the Saturn is a bit of a bizarre decision.

Platform games don't get a reputation like Earth-

worm for being coding. And there is much to commend the title for. Most obviously it has a genuinely amusing sense of humour instead of the forced "wackiness" common in much of the genre. This mostly depends upon items and events relevant to the game as opposed to intrusive and frustrating faux samples or "illuminous" intermissions (although it's got those too). Japery aside, Earthworm also impresses with its polished presentation which guides you through the game nicely - filling in lead gaps, making the screen look nice and smart and generally adding an air of trustworthy professionalism to the play experience. And of course, there's the general spritely level of imagination put into the game design. Which is what really gained all the plaudits upon Earthworm's first release.

Sadly for Shiny though, things have moved on somewhat since their 32-Bit compeites have raised the status of what's considered good. And D3D doesn't compare so favourably with its new peers. Previously a big fish in a small computer pond, Jim has trouble looking quite so groovy when he's up against a new breed of massively inventive and cleverly programmed competitors.

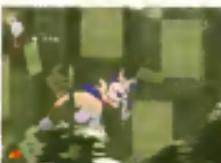
In fact, the biggest thing Jim has going for him here is that platform games on the Saturn are very scarce. Sure, it's a reasonably playable game but if only to maintain their cutting edge reputation I think Shiny would have at least had a look at something new for the flagships consoles. The graphics look tiny, the controls feel overnight and the music sounds like the Matrix Vice cops jangling with The Power Station - all wildly guitars and power saws.

Most hardcore platform fans will probably already have played this on their last machine. Given that anyone whose first console is the Saturn probably won't know what a platform game is. Obviously those fans that haven't seen this before will find some relief from the rainy-pants-dripping Earthworm charrms. The majority of players though will doubtless remain somewhat unimpressed. I'm sure if Shiny bothered coming up with some new ideas for the Saturn spin off I'd be dancing a jig of joy swanning Earthworm Jim's praises in the street like some kind of possessed Christian lunatic. Sadly though despite my deep and abiding affection for the character and his funny cartoon on the tellie I can't recommend this game to anyone but the most die-hard enthusiasts.

R.A.B



This stage has some excellent little touches to it, loads of paper flutter around Jiminy's feet everywhere he goes, scattering like confetti. Lovely.



This is just a picture of Jim shooting a gun at the tree. But don't worry, readers, he's not hunting. It's only pretend, you know it's all a game. Titled Earthworm Jim 2.



This is a funny black & white stage with nice graphics.



This is a funny Space stage, with Jim playing the assassin to his lady love Princess Who's-a-Her-Name.



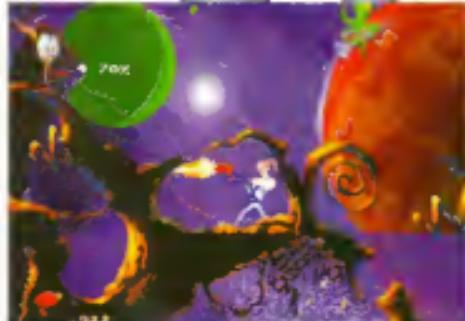
Jim shows off his impressive three-way spin, which has good shell coverage.



This is a fancy level where Jim has to juggle the position of the soft cushion, or they split-horizon on the floor. That isn't very funny.



Earthworm Jim 2



Why did Dave leave all those big captures? I've got to get to the shop.



By the time I've finished flying in all this cook the supermarket's to be shot. Peek strings.



I LOVE THE PRETTY ANIMALS

Animal lovers will be overjoyed to see that Earthworm Jim 2 contains many of our favorite friends in their natural states. Pigs on stage, cows being abducted by UFOs, more pig-flying. Well, perhaps this isn't entirely natural. But at least they're not running around wearing robot space suits like our worm hero is.



This flying level is typical of Earthworm Jim's variety. Hang staples near from the normal platform territory.

A great game — a year ago. On a different console. A new game from Shiny might be a good idea, as the two they've got are starting to show their age. Hopefully their forthcoming 3D title Wild-O will make up for the disappointing rest of this.

graphics	75	overall	72%
sound	73		
playability	80		
testability	71		



BY	JMC
TITLE	CARS - 99
STYLE	RACING
RELEASE	NOVEMBER

Impact Racing seems to have appeared out of nowhere, although it's already gained a good deal of respect on the PlayStation. With its novel take on the racing genre, and plenty of blast 'em up action, it looks like getting the same treatment on the Saturn as well.

Traffic. It's the fundamental problem of travelling by automobile these days. But just how do you solve the grid-lock? Well, I've got this plan which could have the dilemma resolved within weeks. Forget public transport, forget cycling, forget driving from home rather than commuting. What every car needs is a range of turret guns, missiles and other weaponry to deal with the frustrations of modern motoring. Did that guy just cut you off? Then pepper his car with machine gun fire! Is that old couple in the Alfa driving too slowly? Time to make use of your Halibut missile add-on to the blower in the front right on your bumper! Simply release a fire wall and watch him burn! You'll have the streets empty in weeks I tell ya!

I can't really take full credit for this innovation. It was after I'd completed my playing Impact Racing, SEGA's new racing game. This title seems to have popped out of nowhere, so I'll start by explaining what it's all about. Players choose from five cars (paying in speed, grip, a nimble turn and weight) and then take to the race circuits. Each race consists of four laps, every lap having a time limit. If you fail to complete the lap before the time runs out, your race is over because of this there are pick-ups on the track which extend your time as well as pick-ups which improve your front and rear armour. But what's this? Impact... all about them? Specifically it points to the other main concern of the game which is to destroy other vehicles as you go round the circuits. Provided you destroy enough cars, you'll get the opportunity to upgrade your weapons in a bonus level!

The mixture of racing and combat might make

you think of Wipeout but there are some very real differences between the two. To begin with, Impact Racing looks more contemporary than futuristic (although one level sets you zooming down a space highway) and rather than using weapons to slow the progress of other vehicles you're actually out to destroy them. In terms of graphics, I'd say the two are pretty much on par. Impact Racing features some brilliant light sourcing and the explosions actually look considerably better than what you'll see on Wipeout. Both the speed and acceleration in Impact Racing are very impressive. The cars moving and plodding with a realism that makes the explosive action

These are some nice detailed touches in Impact Racing like the map at the top right of the screen which lets you know where the other drivers are, so you can drag a mine or three. Some of the weapons are easiest as well. There's the fire wall which leaves a trail of flames blazing along the road, a variety of lasers increasing in power as you make your way through bonus games, and some awesome missiles to play around with.

One criticism I will make of Impact Racing is the lack of variation in the slot circuits. Strictly speaking there are only four of them; the later circuits simply being versions of the same circuits except at night time or known under a different spectrum of colours. Nevertheless, this doesn't prevent Impact Racing from proving itself pretty entertaining stuff and anyone who's got a thing for racing games in their myriad guises wouldn't be disappointed.

ROB



This is one of the bonus levels. If you destroy the right number of cars within the time limit, an upgrade for your car is earned. And don't let the eyes on the walls scare you off!



IMPACT RACING



DRIVE YOUR BONUSES

If a player manages to destroy enough cars as they go about their many way, they save the chance to acquire more weapons upgrades for their motor. It's a bit like Kew down the road getting speakers for his Fiesta, except these add-ons are designed to KILL! On a bonus stage, the player has to destroy a set amount of cars within a limited period. Provided you do just that, there's a lovely new gadget to play with. There are a total of six in all and once fully loaded a player stands the best chance of completing the game.



Bosses! You've got hold of the devastating missiles.



Excellent! You'll acquire the Quad Laser. Beware that!



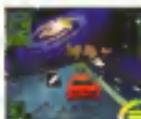
Now all you have to do is... race them on other cars...



...and have back-to-back wins when they're up in flames.



Left - your car drives in through a massive explosion.
Above - That's right! Tip the other car over! Knock it off the road!



Three cars in 37 seconds? What? What? It is so very fast!



It might look like a hot air WHO but it's a miles before your eyes.

A bit of a surprise success, Impact Racing might want for originality, but remains a good take on the racing genre.

	graphics	sound	playability	lastability	overall
graphics	84	85	86	82	85%
sound	85	86	87	83	86%
playability	86	87	88	84	87%
lastability	82	83	84	81	83%

Tips

FIGHTING VIPERS

To get the Option+ menu simply complete the game once. From here you can select your starting stage, turn damage off and select two more options which are hidden at the start.

To play as Mutter the 20-year-old version of the final boss, simply complete the game as any character. He'll then be selectable in any mode, and his moves will be displayed in Training Mode.

To play as BM you need to complete the game as any character on Very Hard difficulty and beat him at the end of the game. It will then be possible to select him in any of the multi-player modes (not Arcade).

To play as the bear from the background of the Arendale City stage, you need to be playing on that background in any mode, then finish your opponent by knocking them through the railings at the giant bear. If they go in the right direction, you'll be able to select the bear when you play next! You can access him in any mode and he uses mostly Samman's moves.

To get the hidden "Big Heads Mode" option just finish the game as every one of the characters, including Mutter and the little bear!

To get the "Wall Clip On/Off" option in the Options menu, go into training mode and perform every single move for four of the characters so that "ON" appears next to each name. You need to spend quite a bit of time bringing up the names, watching how to do it, then performing it properly, but it's worth the hassle.

If you play through the game in Hyper Mode with the difficulty on Very Hard as Candy, then play another game, Candy will lose more clothing than usual when she gets her armour removed! Once you've done this cheat once you can select Candy in this mode by holding the X button and choosing her with A or C.

To get an extra version of Candy wearing Hawaiian shorts with a lilo-like on her back, finish the game on Normal difficulty as Candy. She'll have all of Candy's usual moves as well as one of Ikaros'—**□** + F to hit with her lilo!

To get Candy wearing a school uniform, finish the game with regular Candy on Very Hard difficulty. All of her moves are exactly the same as usual.

Both of the extra versions of Candy can only be selected in the modes other than Arcade—Training and Versus.

BUST-A-MOVE 2

As you'll know if you've finished the game already there's a cheat for Bust-a-Move 2. On the title screen press X, Left, Right, X. Now you'll be able to view the ending, as well as playing the puzzle mode on different stages.



BM is the more powerful version of Webber.



Save more lives to earn abilities.



No Walls mode tends to speed up the game still further! The game still acts as though the floor is still there, though!

EARTHWORM JIM 2

These cheats should all be entered when the game is paused. The letters D and U refer to Down and Up, while L and R refer to the Left and Right directions.

sooth health L, A, Z, Y, D, A, Y, D

Nine lives Y, A, F, D, G, A, L, F

Plasma gun C, A, R, R, S, B, L, L

Triple gun D, A, U, R, R, R, C, R

And here are the level passwords:

- 1 Gun, Energy, Blue Gun, Sandwich, Can
- 2 Bubblegum, Sandwich, Sandwich, Bubblegum, Energy
- 3 Triple Gun, Gun, Missile Gun, Triple Gun, Blue Gun, Energy, Bubblegum, Bullet, Can, Jim
- 4 Bullet, Sandwich, Gun, Jim, Gun
- 5 Missile Gun, Blue Gun, Bubblegum, Bullet, Sandwich
- 6 Blue Gun, Can, Bullet, Missile, Jim
- 7 Bullet, Gun, Missile Gun, Bullet, Jim
- 8 Sandwich, Gun, Jim, Blue Gun, Blue Gun
- 9 Triple Gun, Bullet, Bubblegum, Energy, Bubblegum
- 10 Missile Gun, Energy, Bullet, Energy, Energy



Earthworm Jim 2 - the full list of codes is revealed just over to the left there.

VIRTUA FIGHTER KIDS

These excellent cheats make this excellent game even more fun!

To fight against a secret version of Dual, who is translucent with a goldfish in her head who does all of her facial expressions for her play through the game on the hardest drift only setting. When you've beaten all of the characters and you reach Dual, she'll be the new last boss.

To play as goldfish Dual: select Dual as usual, then hold the C button until the start of a game. All of her moves are the same as usual, only she looks a lot better.

To fight from the secret view behind a wire-frame version of your character, select whoever you want as usual, then hold the L and R shoulder buttons until the fight begins. You will appear as a white model of your character, but all of your moves and controls will stay the same as usual.

To fight from the secret view behind a wire-frame version of your character, select whoever you want as usual, then hold the L and R shoulder buttons until the fight begins. You will appear as a white model of your character, but all of your moves and controls will stay the same as usual.



Some full-on transparent polygon action!

DESTRUCTION DERBY

Here are secret names which should be entered to get some hidden features.

To access The Ruined Monastery the bonus track, start Wreckin' Racing Championship Mode and enter the name "REFLECT". Now choose Practice and cycle through the tracks to get the Monastery.

For invincibility, enter this name for Wreckin' Racing Championship Mode, "IDAMAGED".

To access the number of drivers in a race enter "INFLATERS" as your name for a Wreckin' Racing Championship.



NIGHT WARRIORS

Now that it's finally out, you could use some excellent game enhancing cheats for Night Warriors.

If, for old times sake, you want to play Berserktales (the prequel to Night Warriors), use this cheat. Go to the options screen and highlight the Config Select option. Now press R, X, Down, A, Y quickly and you'll hear a noise. The new option should appear at the bottom of the screen.

To be able to bump the speed up massively go to the options screen and highlight the Turbo option. Now press X, A, Right, A, Z quickly (just like Akuma's firecracker move in SF Alpha) to be able to move the number of turbo stars right up.

To have a perfectly clear screen when you pause the game, rather than have it go dark use this cheat. Go to the options menu and highlight Screen Size. Now press A, C, Y, Z, Up.

In case you didn't know there are also eight different costume colours for each character. When selecting them, just use C, Y, Z, A, B, C, Start, or X+B together to pick a different colour.



Exhumed

Exhumed really is seriously, seriously, brilliant. In fact we'd go so far as to say it's the best single-player 3D blaster we've ever experienced (and that includes Quake!). It's also bloody difficult. Which is why Daniel Jevons, the Master's protege, is at hand to sort things out. Bow before his power!

WEAPONS

1. MACHETE: When you run out of all weapons, you're always gut your trusty Machete for the last one. Unfortunately the machete is a particularly ineffective weapon against all but the weakest foes, and should only be used either if you've lost all other options, or if you've just picked up a super-explosive pants cap.

2. PISTOL: The first player weapon you come across. On the plus side you get a lot of shots for your energy, and D3S good for dealing with one hit-wonders like Spiders and Roids. On the minus side it's pretty ineffective against foes that use large enemy of a three. Time to break out the heavy artillery.

3. M-60: Your staple weapon. The M-60 does a dozen of lesser enemies simultaneously, and can pin Arachnid-Goombas, Mememites and even Giga Bitchies to the wall. Ideally you want to stick with the M-60 for most of your quest, unless a situation dictates otherwise. The only slight problem is the speed of amateur gunpowder.

4. ASIAN BOMB: Provided you can master the art of angling your view to pitch the bombs, and holding down the button to gain the chance to throw it, velocity, the Asian bomb is a brilliant long-range weapon. It is also the only weapon that can explode multiple mid segments. And you can use it underwater.

5. FLAME THROWER: The ultimate close range weapon for a single target. The Flame Thrower burns any creature in its tracks - including Lion Bitches and Killa-Kat Aliens - and keeps them pinned until death. It uses up weapon energy quickly though.

6. COBRA STAFF: Exhumed's equivalent of the Rocket Launcher. Except that one doesn't ref. Unfortunately the cobras aren't that damaging. It often misses, and it requires two direct hits to kill most large enemies. Still, it can be used underwater, and gives a good weapon energy to shot ratio.

7. RING OF FIRE: A brilliant weapon, simply because of its rapid fire and wide spread coverage, best used for evasions when you find yourself outnumbered with no space to charge a machine gun. Not very effective against smaller enemies though but most excellent otherwise.

8. MANACLE: Exhumed's RPG. Keep the button held down to charge up a more powerful shot, then let her rip. The manacle flies up to four spheres of electric death, which home in on prior enemies. You can even determine the lightning's targets by positioning the enemies in your view. Effective against both Aliens and Levi-Breasts.

MONSTERS

Now's a quick rundown on the nasties, and the most effective weapons to aim at them. SEGA SATURN MAGAZINE's resident brawny players have verified that these are the best tools for the job.



WEAPON: Phob, M-60, Colors Staff



WEAPON: M-60, Ring of Fire, Machine Gun



WEAPON: Phob, M-60



WEAPON: Colors Staff, Colors Staff, Area Bomb



WEAPON: M-60, Flame Thrower, Ring of Fire



WEAPON: Flame Thrower, Ring of Fire



WEAPON: M-60, Machine Gun, Area Bomb



WEAPON: Colors Staff, Ring of Fire



CONTROL FREAK

Mastering the basic control system of Echomax is essential to completion of the later levels, and to locating some of the development dolls. Here's a quick run down on some of the more important features.

LOOKING: Proper use of the look button is absolutely crucial to Echomax. You should get used to using it for accurately lobbing Anan bombs, checking your footing for jumps, checking your height when negotiating a laser beam field, and last but not least, climbing vertical walls.



Looking down here allows for accurate aiming with thrown weapons.



Parts of game need you to walk up a wall and explode a bomb in order to gain height.

FLYING UP: Once you have Horn feather in your possession, you can double tap the button to float in the air without dropping. However, it is possible to actually FLY UP using the feather, and you're going to have to do this in level one in the game. Jump up, Initate and then look vertically down at the floor, charge an Anan bomb up to the max and throw it directly beneath. You will take damage but you will also be propelled up into the air. You can skip whole areas of levels doing this!



A pretty extreme viewpoint, isn't it?



Use look up/down to add your accuracy immensely!



Here's a picture of your character flying about.

CLIMBING: Using the same principle as Flying Up, when in the air move to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Color Staff or a charged Anan bomb to propel yourself upwards! See, climbing is possible but remember to keep pushing into the wall as you fly.



A nice pic of the Echomax hero climbing a wall, an essential activity.



And again, another portion of the mad character climbing a wall. Wow!



The underwater sections of Echomax are graphically brilliant.

SWIMMING: The Sunken Palace is one of the most difficult levels in the game. But there is a way to make it easier. When swimming, instead of just holding the jump button down, try tapping it rhythmically. If you get the timing right, you will swim faster. Also, any damage you take underwater comes off your air-a-meter as well as your health. Likewise, any health you pick up will give you slightly more air. Pretty obvious stuff, really.

GENERAL TIPS

SHAMAN: 1. Jump-on top of the door ledge in the outside room with the giant monolith (near the exit to Solar Plaza). This will open a panel in the wall just around the corner.

2. In the area that contains the start of the underwater passage leading to Anan Mines, there is a destructible wall above the waterfall. Once above the waterfall there is another destructible wall to the right.

SHAMAN SANCTUARY: On the way across the slime to Hobbit Marsh you will spot an indicated panel in an overhang. The entrance is a destructible wall on the other side.

SILENT PATH: As you approach the end of the level, when you have to glide from above to slide above, stay as high as you can. There is a secret passage directly above the level exit (i.e., the castle), though you're going to have to employ the wall climbing technique to reach it.

MAGMA PITTS: In the first room where you must drag down to hit a switch to open a door (there is a full health power-up in the walkway, several muted tiles and a lava pit), throw an Anan bomb at the section of walkway just to the right of the switch.

ANAN MINES: In the room where you first collect the Anan bomb, throw a bomb at the area between the two beams in the ceiling. Then use the flying technique to get up there.

HILL COUNTRY: Use a bomb to destroy a wall section just past the level's Camel which takes you to the Truth Treasure Shrine.

CROWN OF PRIDE: Right at the top of the level, just after you leap across the a gorge where the door at the other side has been opened up by a trap throwing a fastball, you enter a large chamber. Search the chamber ceiling, and you will spot a bluish texture in one corner. Use a bomb on it.

CAPTAINS OR CHAMPS: At the start of the level, fly around at the highest point and you will see a griffin texture in an overhang. Use a bomb to destroy it, and instant initiate. You will reach a sloping chamber, with two lava heads at the bottom. Again you must use a bomb to break a square section in the ceiling, then climb up it. Negotiate a VERY tricky laserbeam field and then dolls are yours.



Some brilliant light sourcing in Echomax...



A close up picture featuring full-on action!



DEVELOPMENT DOLLS?

Believe it or not, completing Echomax with all seven pieces of the radio is not the ultimate aim of the game. You've got to find all the Development Dolls. The Development what? Ah ha. Looks like you've got quite a bit of work left to do. There are 24 development dolls hidden around Echomax's many levels, each with the face of one of the following development heroes. As far as I can figure it, there is at least one doll on every single level, though on some levels there are two. All of the Development Dolls are VERY well hidden, and it requires a sharp player to locate even one! Here's a run down on some of the dolls we've found.



PLAYERS GUIDE

HOW TO USE THE MAP OF KARNAK

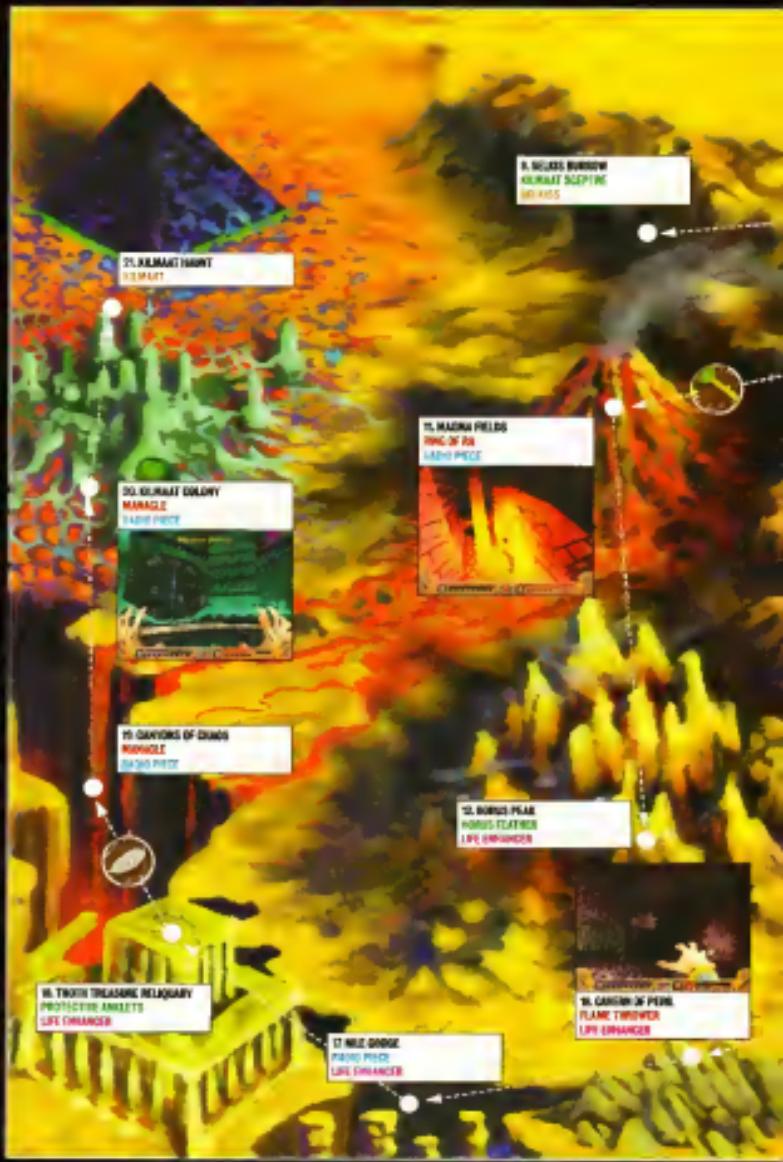
This map is pretty simple to work out. The links between locations might have an artifact shown. If they have, you need that object in order to progress. If, say, a Life Enhancer has an object in brackets afterwards, you need that object in order to reach the Life Enhancer (or whatever) in question. The colour codes help distinguish what the objects are on the map too.

THE VALLEY OF KARNAK MAP LEGEND

- WEAPONS
- ARTIFACTS
- PIECES OF RARO
- LIFE ENHANCERS
- BOSS CREATURE



This horrific boss creation has many tricks up its, er, "sweeps".





This shot is taken right at the very beginning of the game in Raamses Book, where the deceased Pharaoh in question claims you is about the quest you have elected to take on. You shouldn't have any problems reaching this point of the game. If you have, you're in pretty deep trouble, my friend...



COIN-OPERATED

The gap between the Sega Saturn and the latest arcade hits makes Coin-Operated even more essential than ever before, hence the temporary increase in size this issue! When you see the games we've got, you'll see why...



he's harder, the X-Men, or the Street Fighters? It's the question that's dividing playgrounds the world over. Except in France, where they're all probably still arguing about Tintin and Asterix. Anyway, the answer is - the X-Men. Of course they're the hardest. They've got all those super powers and abilities far beyond those of mortal men. All the Street Fighters can do is hit each other. Finally, in a Sartorian situation, given the choice between a Dragon Punch and eyes that fire optic blasters capable of channelling giant asteroids? I know which one I'd pick. So there you go. The X-Men are the hardest. By loads. So there's no need for any of this competition between the groups. It'd only end in tears for Capoer's Everest.

So instead of exploring the antagonistic aspects of X-Men Versus Street Fighters, let's look upon this as a great meeting of heroes. Two forces bound by their consciences to save the world from a fate worse than death. Will actually a fate that is death - apocalypse, the eternal bringer of doom. And, well, a Marvel character, because there isn't a SF shade hard enough

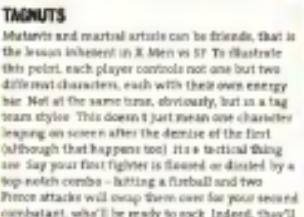


to teach the boss. Which just goes to prove the X-Men are harder. But being the generous mutant souls that they are, the Uncanny X-Men are willing to share centre-stage with the wacky pretenders from everyone's favourite beat 'em up series.

This is the result: A one-on-one beat 'em up from the estate of all fighting thoroughbreds. Thinking about it, Capcom seem to have won this.

The fighters that captured the hearts of a growing generation with the ultra popular comic characters they immortalised similarly in the games community. Plus they're bringing together two of the best loved combat game styles - the technical cleverness of SF with the effects laden pyrotechnics of X-Men, Children of the Atom. All they need is for Stan Lee himself to provide running commentary and we'd explode with hagiogenesis. Perhaps luckily

for us, Stan hasn't seen fit to lend his gravelly New York vocal chords to this production. So we won't be exploding. We will, on the other hand, still be highly excited about this excellent surprise development in games history. What next? Wolverine vs Megaman? The Avengers vs the Darkstalkers? Or perhaps Five Star in Resident Evil World?



Juggernaut and Wolverine team-up on poor old Shredder

TAGNUTS

Mutants and martial artists can be friends, that is the lesson inherent in X-Men vs SF. To illustrate this point, each player controls not one but two different characters, each with their own energy bar. Not at the same time, obviously, but as a tag team style. This doesn't just mean one character leaping on screen after the demise of the first. Although that happens too! It's a tactical thing see say your first fighter is flailed or dizzied by a top-notch combo - hitting a fireball and two fire attacks will snap them out for your second combatant, who'll be ready to rock. Indeed, they'll appear on screen rocking, flying into the arena with an attack. After this they'll prance and pose for a couple of seconds, which leaves them vulnerable. Clever players can even work this set-up into a combos! Yet another example of Capcom improving the concepts in their fighting games.

SEGA SATURN MAGAZINE would like to thank Ryza and Six Hard Games for all his efforts in getting us these pictures.

How were these words hidden?

THE STREET FIGHTERS



Ryu returns to the fray, just for the fun of it, as usual. This time he's got a Cyclops-style mega fireball attack for multiple hits. Still a highly versatile character and probably the best Street Fighter.

Charlie - the Duke clone from Alpha comes good for X-Men vs SF. His fighting style is highly different from any of the other characters. Very handy against characters like Storm and their ranged attacks. One of the more impressively raped-up SF characters, Dhalsim now boasts flame-throwing capabilities to rival the Human Torch himself! The hugeness of his flaming attacks is quite sensational.

Wearing a darkly little hat, Cammy makes a welcome re-appearance with a stack of new moves. Chief amongst these is her new Spinning Canna which is not unlike Bison's Psycho Crusher crossed with a fancy mazze.

Mystifyingly, Xem - who is almost exactly the same as Ryu - has made it into this mix-up game where you'd think character variety is highly important. Nice hair, by the way.

The big boss of SF - M. Bison - realises his powers pale in comparison with Magneto. Still easy to use and pretty damned nifty, but his open fighting style



often makes him vulnerable.

Zangief - Ooh, a fat Russian. But Apocalypse is totally quacking in his boots. The strongest of the Street Fighters, retains his crown. Has a new mid-air Spinning Flaildrive which breaks necks.

Back in her old jum-jum-fai-hair costume from SF, Chun Li is back, too. Her Hundred-Poof Kick is unlike anyone else's move, and is an excellent finishing point for a Create A Combo look-out for the execution of your Super Combo final-hall.



Charlie's Samurais! Super in action.



Dhalsim vs Juggernaut? Snigget.



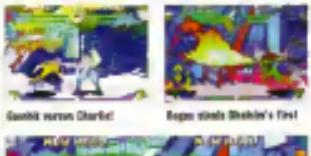
Sakarabots kills for a living. This could be Xem's velocity dip.



Gambit's playing card onslaught trounces SF's Sharts.

WHERE'S WALLY - X-MEN EDITION

The backgrounds for X-Men vs SF are pretty bizarre to say the least. Along with the now familiar World War II-style backdrops in the fresh air around the planet, there's a selection of less logical settings like in the middle of a TV studio filming a quiz show, or in the middle of a crowded shopping centre. There must be some kind of plot device which explains these locations, although we're shown if we know what it is. Perhaps Magneto's trying to steal all the tins of beans or something. Anyway the really interesting thing about the backgrounds is that some of them exhibit distinctly Children of the Atom-esque degrees of intersecting. For example there's a street scene populated by citizens and started cup pens which, should it take sufficient bashing, gives way to drop the characters into the sewer below, whence their combat continues. Ace



Gambit versus Charlie!



Magneto uses the coolest characters in the X-Men movies, Gambit finally makes it into one of the weird Capcom games. Now he's dishing out the damage on poor old Zangief.



APOCALYPSE QUITE SOON

The great thing about the satanic conventions of Capcom games is they're always got hidden options and secret characters, as you always get to play as the boss. Well we're highly doubtful that'll happen with X-Men vs SF. That's because Apocalypse, the ultimate agent of Armageddon, is the boss in this title - and he's not small. In fact, he doesn't fight like a normal character at all. He's so big he can only just fit his fist onto the screen. If you want to kick him in the head (which you have to), you'll need to perform a Super Jump! Level knows how his special moves list would function. And he can't dodge, either, because he's too huge. Basically, Apocalypse is totally rock and all mortals must tremble at his presence.



SO WHAT'S GOING ON THEN?

Whilst playing X-Men vs SF as Cannon, the SSM team noticed something strange. When Cannon wins a bout, M. Bison hovers onto the screen, whence the Commuter salutes and exclaims "Unleash complete, sir!" Which leads us to believe that the events of the game take place before those of Super Street Fighter's Turbo Batt, right, she's got the scar on her chin from her alleged scrap with Riss when she escaped his thrall. So what's going on then? Is she brainwashed after Super SF? Or is it a birthmark? Or what? How come Charlie's in SF as well? And if it does take place before Super SF, right, how come all the characters have the most new moves which they conveniently forget in time for the Street Fighting tournament? Come on Capcom - game transplants deserve to know when in your Street Fighter mythos this alleged mutant team-up takes place!



Just where does X-Man versus Street Fighter take place in the SF mythos? Does Cannon appear to be under the control of Magneto? It must be before Super Street Fighter 2... .



Wolverine vs Akuma. Now that would be a good fight!



Can Zangief unleash the blistic powers of扁毛?

MUTANT X-POWER STRIKES STREET FIGHTERS!

Thumping the Street Fighters and X-Men together is more than a matter of slapping the already-coded character onto new backgrounds. As aside, fans will know SF and X-Men both have noticeably different playing styles, so Capcom needed to find some common ground for the protagonists. Well they didn't bother, really, and so this title plays more like X-Men than SF ALL the Street. Fighter characters have had some of their moves and names suggested to compete with the easily-performed eight-hundred-million-bit X-Man-type super moves on offer. Dhalsim, for instance, has a groovy new multiple-fistflick attack which is capable of seven hits without breaking into a sweat. This makes for a more action-packed-looking (and feeling) game experience. The SF influence takes the form of making some moves harder to perform, with more twisty joystick manouevres responsible for the better attacks.

THE X-MEN



Fights a lot like Ryu and Ken, but with a big powerful laser for his eyes. So he's better. Not as effective at close quarters, but a strong all-rounder



Master of Magnetism is the chief villain. His Magnetic Storm Blast, which explodes over almost the whole screen, is clearly his best attack



Now boy Sabertooth is a bit like a bigger version of Wolverine. He takes more skill to use, but he's that much more rewarding than chewy old Wolverines



The Fierce Alpha of the X-Men, Goliath is only famous because of his own self-promotion. His telekinetic powers which charge up ordinary playing cards into deadly weapons are coolish



The shorty psychopath with the dead-easy Super moves is back to help cap players get into the game without losing all the time. Excellent fun



Bad banchman of Magneto, the supposedly invincible Juggernaut is obviously feeling a bit poorly as he's just as vulnerable as the others



Leader of the X-Men, as she had to be in this game really. Her weather powers are navel, but mean she's crap at hand-to-hand stuff



Kankuro moves over goes to Ryo, who amogs has apperances into submission. With a charging Tongue sample, Ryo can either drain an oppo's energy bar or steal their moves!



OPTIC MIGHTY RISING DRAGON HURRICANE STORM!



Super attacks are now the staple of beat 'em up. Pull off enough specials and connect with a few punches to charge up your Super bar and then use a series of complex joystick moves to effect a devasting (if it hits) Super special, that's the plan. You'll know when that happens because a portrait of your character framed by a rainbow appears on the screen, when they blast into action with a string of moves, followed by tracer images. Super attacks fulfil multiple purposes. They're a handy way out of a jam, and they're a spectacular way to finish a round. Every character at least two Superes and Rogue takes it to new levels of greatness.



Cyclops' logo super-heat is just as powerful - and an spectacle - as it was in X-Men: Children of the Atom.



Storm - the weather witch - utilises the elemental powers of her dimension. How does Jean's block electricity health?



Doused by her mutant power, any physical contact with Rogue's skin causes her to drain maximum power and pixels. In the game, that means that she steals special moves!



Rogue she has super-human strength just short of Spider-Man's, which is also shown in her Super Smash X-Attack.

FASTBALL SPECIALS AHOY (NEARLY)

Super moves are ace. They're all pretty graphic and mass damage. They're great. If only you could perform two Super moves at once. Well hold on there, chickenshies, because now you can! If you're especially talented you can end a Super Combo sequence with a fireball (moves list permitting), which, combined with two Super attacks, brings your buddy on screen whilst your first character starts going through the motions. Pull off another Super Combo quick enough and your team gang up for an Ultra Super Mega Combo and reams of damage all over the stage! At least, we think that's how you do it. We only managed to pull this off once. Once was enough though to see just how AWESOME these "double Supers" are!



Here's a first: Juggernaut and Wolverine teaming up!



If you like perfect the techniques necessary you can indeed both characters' super-moves at once. Here we see Wolverine's Barracuda Barrage and Cyclops' Optic Blast rippling off them in streaks. As if that's wasn't a chance anyway.



Rogue's superhuman strength will render pixels powerless...



Based from the intro - a historic moment in Street Fighter lore, as Cyclops and Ryu form an alliance to bring down their respective foes - is X-Men and Magneto. To be honest, this probably isn't more from this particular tournament.

DADDY MAGNETO'LL MAKE YA...

X-Men earned praise from serious players for its innovative new features, such as the multi-level play areas and the Coopie-A Combo feature (responsible in all its glory in this game, too). Another of these features was the Super Jump, which allowed characters to leap almost twice the height of the screen and take their battles to the sky. Well those Street Fighters have obviously put springs in their ankles, because Super Jumps are of your disposal in X-Men vs SS, too. These are performed simply by pushing up on the stick a second time whilst your character is peaking at the top of their first jump. It's an excellent way to avoid projectiles and escape Super attacks which have a habit of carrying on for a while.

SEGA Touring Car Championship



The racing fields of the Sega release schedule have lain fallow for too long, my children. The time to strike with a new gearstick is now! Call the faithful to their gathering halls! It's Sega Touring Car Championship!



Shade of Sega Rally here, what with the Castrol sponsorship and all. Still, it looks great stuff



Touring Car Racing is a non-stop event like Formula One, and it just so happens that Greenwich shows a lot of it on Saturday afternoon



Qualifying with an excellent time in the key to getting ahead when it comes to racing proper in the real event. Marvellous eh?



Coming into the pit lane, you can see a pretty awesome side-on view of your car. In this case, it's the Opel model

Since the pioneering Virtua Racing and its revolutionary 3D graphics, Sega have blessed us with a string of ever more impressive driving games. Daytona's license-mapped brilliance put us into the same state of giddiness that Virt had managed. And just when we thought things couldn't get any better, the genius Sega Rally experience melted our steely gaming hearts all over again. After a bit of an absence from the scene, the Amigo boys are back again with the Sega Touring Car Championship, the latest addition to the jaw-dropping car-racing series.

Once again the technical improvements are the main attraction. The graphics for Touring Car achieve a new level of realism. Each car and object has a satisfyingly solid look and feel, along with an unprecedented depth of visual detail. Plus everything moves at approximately a million miles an hour and more than fast enough to induce motion sickness in sensitive types. As if that isn't enough, the cabinet also features rack-and-pinion modifications. The sound is delivered through a pair of new 3D sound speakers installed in the headrest of the driver's seat. This blasts the engine noise right into your ears for an awesome dose of believability. Not to make

you really do think the cockpit has got an engine in it, Sega have also mounted powerful heavy bass woofers under the seat itself, which lead that low, and think of a real power engine to the game.

Frankly the only way to make the thing sound any better would be to actually put a working engine in the front of the cab op. And it's not just your ears that'll be bombarded by an all-new sensory experience. Top of the range

Touring Car cabinets also come with servo steering as standard. This is an extension of the Rally feedback wheel, which responds to in-game dips, bumps, corners and the like with synthesized assistance. It also means the game handles like a touring car with power steering, which is what it's supposed to be. And, right, as if all this weren't enough, there's also a new flicker lamp system to aid in gear changing (basically it tells you when to shift up or down a gear).

Of course, all of these modifications would mean little were the gameplay not similarly expanded. Well, once again the Amis have done good, conceptually speaking. It's surprising that they've found yet another form of racing to plunder though. Pretty soon there'll only be flat strip drag racing left, which won't be that interesting. Anyway, this kind of motoring is kind of a cross between Daytona and Virtua. The player controls one of a selection of vehicles based closely on real production cars overhauled for tour racing and driven it against seven opponents. These, sufficient cabinets permitting, can be human- or computer-controlled. Obviously things are the most fun when playing against real people, but the CPU is more than willing to make up the numbers.

TOURER DUTY

The players in Touring Car Championship are all based upon real-life racing counterparts. The companies responsible for the individual cars have cooperated extensively with Sega to ensure that their respective prides and joys are accurately represented in the game. Each car comes in either



A dramatic face-on view of the Opel Steering Car.



Manual or Automatic Gearbox and has its own individual characteristics. The choice consists of the Alfa Romeo 164 V6T, an AMG Mercedes C-Class, Opel Calibra V6 or Toyota Supra. And only knows what that means, to be honest. I suppose the big ones will be faster but harder to drive and so on. Although I suppose all the car manufacturers will have been trying to prove that their product is brilliant all-round. Anyway, they're all proper touring cars so it should be highly realistic.

TECHNO TECHNO TECHNO TECHNO!

It's not just the mouthy sound effects which will be treating your ears when you play Sega Touring Rally Car Racing Championship Edition Edition Challenge. There's also a smart theme tune, known under the name of Dead Heat. It's been specially commissioned by Sega from ANX TRAX. You probably won't have heard of them unless you're a real white-label techno transpotter, but ANX TRAX is one of the coolest dance music labels in the Orient right now. A number of other famous Japanese club-mixers were invited to arrange, remix and generally fiddle around with the tune until it reached their required level of perfection. Bangin' tunes to the horizon, sans, on the one to the Dead Heat panel!

THE SECRET HISTORY OF AM ANNEX

Bob, those AM types, they like to stay busy. And they breed like atomic-powered hermaphroditic rabbits as well. Finally a day goes by

This is where you choose your preferred mode of transport.



without another AM Dept attacking itself hangover to the hilt of the good ship Sega Arcade R&D Co something along those lines. Anyway, the latest addition to the family, as you have probably guessed by now, is the same one responsible for the slice of beauty you see upon these pages. No, not that's reflection in the monitor – Touring Car itself. AM Annex (as it's called) has been set up by Teruya Matsugaki, the genius mastermind behind the amazing Sega Rally Championship coin op. So touring is Sega to his abilities as a crash arcade designer they agreed to grant him with an AM department of his very own to develop his newest opus. It appears that their trust (and cash) has paid off, as Touring Car looks set to be the best driving game EVER presented by ANYONE. In fact, word reaches us that IBM are planning to start driving lessons specifically for prospective Touring Car drivers. Oh all right, that's a lie.

SO THIS TOURING CAR – WHAT'S IT ALL ABOUT THEN?

Touring Car racing is the sort of thing

hey never saw when they could do

Take an ordinary production car, take all the bits out, put in better ones so it goes even faster than you know and

sick 'em if you've a variety of rugged twisty courses. The four big players in the world circuit, as we've previously mentioned, have given Sega loads of help, but the real daddy work has been on the shoulders of AM Annex, who've shaped the new materials

into a cohesive game. Once players kick off the action they have to perform a quick quick tap-up to decide their position on the starting grid in the race prep. This done, it's a matter of thrashing the human or dune drivers with sheer speed. As usual there's a selection of viewpoints to make it easier, harder or more exciting for yourself. Whilst few accidents will be able to afford to massive eight-player links, keep your eyes peeled for the twin Touring Car units which'll be making your local house mixes-ups this winter.

Even the Highscore table looks pretty damn spiffy.



The AM Annex are promising great things with the advent of the Touring Car Championship game... and why not? After all, with key members of the Sega Rally team doing the honours with lead designer Matsugaki in control of the project, this could be the ultimate sequel to that time-honoured classic! And it would be brilliant as the States too!





SEGA-OPERATED

Virtua Fighter 3

A

fter what must be one of the biggest build-ups in the history of videogames, Sega's utterly astounding Virtua Fighter 3 has finally hit the UK and SEGA SATURN MAGAZINE was first in line to get a look at the machine and most importantly get a good playtest. So, after our in-depth examination of the backdrops, check out the goods on the characters!

Well, it's finally here. And yes, it is totally newvariable and better than any arcade fighting game ever seen anywhere. Just as we suspected. If you've followed our VF3 coverage over the months, you'll know that Model 3 technology surpasses everything you'd ever seen before. You'll know that the new backgrounds with different levels of height add hugely to the gameplay. You'll know that... well, VF3 is the future!

In this last VF3 feature for the time being, we give you the lowdown on the characters in the game, including small moves lists designed to clue you in quickly on some of the new techniques found in VF3. It's by no means a complete list, but it's enough to get you going and to show you just how AWESOME this game is.



One of Akira's old victory dances.

**NEW MOVES TO TRY**

- D-PAD
- P-H
- D-F
- D-B
- P
- D-P-H-E



AKIRA YUKI

Little changed in terms of appearance from his Virtua Fighter 2 outing, Akira Yuki remains a powerful combatant with a penchant for surprising his opponent with a huge array of dodge evasions and powerful throws. The much vaunted Blue Palm of Doom is back and remains as highly impressive as ever it was.

Being the evader, powerful type, Akira makes excellent use of the new escape button and even has a new move using the button. Try ○ P-H-E for instance. Also note that many of his moves, like the famed Power Uppercut can now be strung into combinations, followed up perhaps with a ○ D-XC double kick.

CHANCES: Very strong. Akira has always been the main man for Virtua Fighter and now he's even deadlier.

VF3 Control Console

Up, Down, Left, Right, Start, Select, D-Pad, Circle, Square, Triangle, X, Y, Z, Esc

Same the looks of the original Virtua Fighter, all of the AM department's fighting games including Virtua and Last Round have used the single stick plus three button routine. For VF3, it's a bit different, with the addition of the dodge/escape button shown above. It's used in some special moves too.



One of Akira's spectacular new moves, executed with the aid of the new escape button.



JACKY BRYANT

Jacky looks very cool indeed in Virtua Fighter 2. He's traded in his leather jacket for a more fashionable item although the distinctive fine spandex remains on the back. This jacket is a lighter fabric which lifts as he spins or if the wind catches it. In terms of new moves, Jacky is far more adept in the kicks department, being able to inflict multiple hits with single strikes.

CHANCES: Much the same as VPs. His multi-hit strikes make him more dangerous to people who know how to use them.



Jacky is one of the older Virtua Fighter characters that has really benefited from a full-on transformation. Thanks to the Model 2 technology, in these close-up shots (above), you really need to see the game in action to appreciate the wind whirling through his hair. It's simply amazing and changes dependent on what stage you're at!

NEW MOVES TO TRY

- PPF-P
- PPPPP
- PP-PK
- DPF
- BPS
- F+LPK



Shun's drunken master tactics are more refined than Virtua Fighter 2. Although he retains his ability to surprise his opponent with different levels of attack, he's far less likely to fall over aimlessly and end up soundly waiting to get hit.



Shun passes on a press Taka Arashi (in the air part) in this confrontation.



One of Shun's low-level attacks. This one is quite cool - it can be activated at range and hits at a level difficult to guard.



SHUN BI

The first thing you noticed about Virtua Fighter 2 was his drunken burching attacks. For VPs, he retains alcohol as the basis for his fighting spirit, but in the year since the last VF tournament he has learned to control it still further. That basically means that he keeps the unpredictable ability and multi-level striking opportunities from VPs, but is far more of a refined character. Also

in VPs, when he crossed up an attack he was so open for a counter-strike it was almost painful playing him. Now, new moves include some stunning throwers and a lot more versatility in the combo department. Look out for an amazing new throw activated whilst Shun is standing on his hands. He leaps across the screen, catching and twisting his foe with his feet!



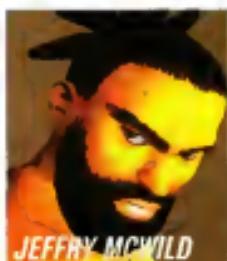
Shun has a spectacular throw called white standing on his hands (top). He also has a brilliant new multiple drunken shoving attack (middle) and his winning pose (bottom).

NEW MOVES TO TRY

- KP
- C+C P
- P+K
- PPPPK
- PPPPK
- KK
- K+E
- K+C P
- QP (bottom)



Jeffry's most powerful attack (and indeed one of the most horrific moves ever) is back in V3. The backbreaker is a spin throw from behind which inflicts massive damage!



JEFFRY MCWILD



Jeffy wind (taken) uses a cloud to scatter his worthy grunts. (taken)



NEW MOVES TO TRY

- P+E
- C+P
- F+C
- C+F
- F+P
- C+F
- C+F
- P+F
- C+F
- F+F
- C+F
- F+F (dwell)

NEW MOVES TO TRY

- E
- P+E
- E
- C+E
- F+EE
- E+B
- W+CII
- P+E
- E+B
- E
- P
- P+E (dwell)



"Beter mi home is Mambo land!"



SARAH BRYANT



Take down by Pal, the other East, zombie-based female in the Virtua Fighter series.



Knockdown (dwell) Pal, Sarah executes a simple P+B throw



Down utterly mad by the J's Syndicate's bestswasheng, Sarah Bryant is finally on the road to recovery thanks to assistance from brother Jacky in terms of appearance, Sarah has opted for two new costumes. The first is a black, cleavage revealing top with lyrca trousers and high-heels. The second is a hot pants/strip top combo. The J's Syndicate's bestswasheng has obviously moved on a stage since VPs since Sarah now sports a rather fetching Southern Belle American accent.

In terms of moves, Sarah has been kitted out with plenty more kicks and new FK variants, as if she doesn't have enough already! What is perhaps more intriguing is her apparent mastery of the escape/edge button. With her speed she seems to have taken to the new system like a duck to water making her even more powerful!

CHANCES: Sarah seems to have adapted most to the new escape routine. Coupled with her speed and aggression she stands a very good chance indeed.



Aoi's counters still enable her to reverse any attack thrown at her in spectator style. In this regard she's just as versatile as Akira, but more damaging by far.

PHOTOGRAPHIC MOVE LIST

BASIC MOVES

□ O+K

□ O+F

PPP

□ P

□ O+F

□ P

□ O+F

□ P

□ O+B

PPP

□ O+B

□ O+F

□ P

□ O+F

□ P

□ O+B

PPP

□ O+B

□ O+F

□ P

□ O+F (in cracking test)



Aoi specializes in a very aggressive form of aikido. Although primarily this martial art is based around defense, Aoi's capabilities are boosted by a range of floating strikes as well as military combat potential. However, her best aspect is undoubtedly in her ability to counter absolutely any attack thrown at her, by using P+O button presses in combination with different joystick directions dependent on where the attack is coming from. Not only does she knock the opponent off their feet; she immediately follows up with a very painful extra hit or two which usually takes the form of a torturous limb twisting. Dressed in traditional aikido costumes, you might think that Aoi's movements would be brusque by her dress - not so. She moves absurdly fast and lethal as a consequence. Just like Lorn and Shao before her in Virtua, Aoi is totally different in style and execution to the other Virtua masters.

CHANCE: Aoi's combinations of speed, counters and combinations could make her just as lethal a force as Akira Yuki. A potential champion.



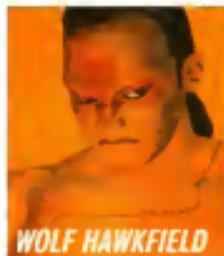
Wolf's been written from Canada is back and he's looking good. Larger, and more powerful than ever before, he seems somewhat confused with his national identity this time - between the appearance of a stetson and all-out wild west gear! So what's the deal with Wolf?

Basically he remains much as you would expect him - he's still not that much of a floating combo fighter relying instead on wrong-footing his opposition and getting in a throw. To this end, the new escape button is ideal for him, allowing him to dodge around the combo-orientated characters like Sandy and Lila, giving him plenty of time to perform a power throw. Adding to this advantage is the huge range of new throws that Wolf has at his disposal, including an even more painful version of the signature Giant Swing move!

CHANCE: Good. Always the under-rated character in Virtua Fighter 2, Wolf is even more versatile than ever before with even more opportunity to unleash super damaging throws.



The Giant Swing is back and as brutal as ever!



NEW MOVE TO TRY

- O+F
- K
- O+K
- P
- PPP
- O+F
- P+O (throw)
- O+F+O (throw)
- O+F+P (throw)
- P+O (throw from behind)
- O+F (throw from behind)

Wolf has always specialized in throws and as you can see from the moves list above to his plenty of new techniques in this regard.



LION RAFALE



The cool Frenchman returns to the Virtua Fighter arena, faster, meaner and leaner than ever before. Lion ascended in VPs, thanks to the lightning speed and unpredictability of his attacks. In VFs, he's even more effective in this regard, and he's been armed with some incredible throws, including one where he jumps on his opponent's head and uses their neck as a spring-board! Lions was always a character with a most distinctive style; this time he's stronger whilst retaining his speed, making him a most powerful combatant indeed.

CHANCES: Something of a wild card. His propensity to attack at multiple heights gets added significance on the uneven ground of VFs stages.

NEW MOVES TO TRY

- P-P
- K
- D-SB
- P-PB
- C-P
- P-C-P
- P-G (normal)
- P-G (stun)



The mysterious ninja from the pre-VF Virtua VF epic is back and now he has evidence that his mother is the basis for the 26 Syndicate's "Dana" robot. That being the case, he's even more determined to find out the whole truth. Two distinctive looks are available for Kage players - the blue ninja suit we all know and love, plus a new "carzal" look with a different mask and ninja-at-large threads. Kage retains the most devious of the Virtua Fighters and his new moves have been designed to wring out his opponents even more than his additional techniques in VPs. Some of his new throws are absolutely incredible, including some bloody brilliant mid-air interceptors! Kage was runner-up to Akira in VPs - does he have the power to be victorious in this contest? Is Kage truly the most powerful of all ninjas?

CHANCES: A worthy opponent. Kage was dynamic in VPs and even more powerful now. A potential champion if you're willing to persevere and learn to make full use of his mega-cunning.



KAGE MARU



This throw can be followed up with a combo.

- NEW MOVES TO TRY**
- D-O-D-O S-H
 - D-O P
 - P-H
 - C-E-S
 - K-E
 - K-E
 - C-P
 - C-P-E-H
 - P-G (normal)
 - P-G (stun)



New moves and old, a repeated attack to the face (below) represents the former *The Yakuza* Foot Boss (above), the latter

- NEW MOVES TO TRY**
- P-H
 - P
 - E-H
 - P
 - P-H
 - E-H
 - P-P
 - PP-C-P
 - P-C-P
 - P-G (normal)
 - P-G (stun)
 - G-G (stun)



The winner of the first Virtua Fighter competition is smirking after defeat at the hands of Akira in the second VF tournament and has sworn revenge against Akira and his daughter Pai. To this end he has harnessed the power of the combination strike to new levels. Rather than improving the variety of his combos, he has dedicated himself to mastering new forms of floating attack and then following up. Whether this will be totally successful remains to be seen, as the escape button can effectively compensate the long and drawn-out combos that Lau employs.

CHANCES: Fair. Lau is still the master of combination attacks second to none, but is this enough when the escape button's express purpose is for dodging combos?



OUT NOW

Fighting Vipers



GAME
OF THE
MONTH

TURN MAGAZINE

No two words better sum up Fighting Vipers in English. Like most fighters, this 3D game of extravagance has got it all. Whether it's just Aragami's professorial in the game style, while Xtra is depressed with the level of realism in the combat moves, Fighting Vipers has a unique feathered approach to combat. Character styles and some outrageously named moves.

Rather moves at a faster pace than Xtra, and this combined with the ever-infectious backgrounds of the fighting arenas themselves will make this title prove a headache blocked against the dog hard modes for a game with more features than you'd expect from Xtra, even if Xtra's subtitle is 'turn-based'. As a general turner is gradually deleted, their movement changes, which gives a player advantage. Along with some strategy rather than sheer brawn, Fighting Vipers is well worth the price of admission from the coin-op and what you're going to pay for it, making it as deserved game of the month.

OUT NOW

BY	SEGA
PRICE	£44.99
RATING	AB2

DESTRUCTION DERBY

When Destruction Derby finally turned up, a bad feeling told us this was going to be a bit stiff. Maybe it was the fact that all the hype accompanying the PlayStation version had long since died out. Maybe it was the relatively uninspired conversion of Wipeout. Pygmy's other big driving title. Or maybe it was the fact that Sega seemed a little reluctant to release the game at all.

As it turned out our fears were confirmed and what you get with Destruction Derby is a mediocre game in the extreme. The graphics are hugely disappointing especially the smoke effects which verge on the comic. All of the gloss and sheen has been lost, leaving only the gameplay which

isn't particularly diverse anyway. No doubt the game will still find a niche in the market and to its credit some fun can be gleaned simply from colliding with other cars. As soon as that novelty wears off though

Destruction Derby is destined for the scrap heap



BY	CORE
PRICE	£44.99
RATING	8/10

BLAM! MACHINEHEAD

Core have been treading on the style a bit late, what with the excellent Tomb Raider and now Blam! Machinehead. While the latter lacks some of the diversity of Tomb Raider, it nevertheless provides some first-class action from a third-person perspective.

The plot revolves around the usual alien-invasion combat dichotomy and the gameplay is all about blasting such types away while exploring the levels for ways to get to new levels. Admittedly this gets a bit tatty at times but played in bursts, Blam! Machinehead has got enough in it to please Johnny Gamesplayer with the requisite thrills. The graphics are excellent with some impressive light source and detailed sprites and the difficulty of the game means it's not going to end up on the shelf after a couple of days.



 OUT NOW

BY	JAY
PRICE	\$39.99
RATING	6.5

Even there was a dubious concept then this is it, suggesting the more seedy image of gamers playing as sexual couples living out a self-imposed exile in their bedrooms, their only comfort being some pixelated babe staring out of the VDU. You see, Highway 2000 is a racing game featuring scantily clad femmes as navigators.

Rather than concerning themselves with the various curves and contours of the road, they concentrate on either prancing or dancing your masculinity depending on how well you're driving. As for the driving itself, it's far too dull and predictable to maintain your interest for long. The tracks lack variety and all look very similar, and the cars hardly move or less identically, making it a very uninspiring game to play. Make no mistake, Sega Italy this isn't.

BY	EA
PRICE	\$49.99
RATING	8.0



HIGHWAY 2000



Space Hulk



It's official, alien lifeforms exist. And because they have a fondness for retail whale numbers they'll be turning up in the year 2000. And they'll all be destroyed immediately because they are, after all, aliens. But while the reality is hardly all that thrilling, the Saturn continues to see some pretty wild reimaginings at work. This time it's Space Hulk, a mutant that resembles a giant piece of pork gizelle and is pretty retentive with it.

From a first-person perspective, it's your job to hunt down such aesthetic abominations and, with the help of a team of commandos, wipe the blighters out. Space Hulk manages to distinguish itself from the likes of Alien Trilogy and Warhammer by involving a good deal more strategy. It might seem a little overly complex at first, but it soon becomes a really challenging and exciting blast fest.

BY	ACCLAIM
PRICE	\$29.99
RATING	9.25

Driving into the past in search of classic 'ya old' games has become a bit of a habit on 32-bit consoles. Acclaim have snapped up another Yatto classic - well two classics in fact, in the shape of Bubble Bobble and Rainbow Islands. How while these might look like naff old games, they are in fact brilliant. Bubble Bobble is an addictive mixture of platform and strategy, your bubble blowing dalmatians, Bob and Bob, waddling about the platforms in search of enemy sprites and myriad power-ups.

This in itself wouldn't merit the cost of the game but with two versions of the underrated Rainbow Islands in there as well, it most definitely is. Rainbow Islands again mixes the platform action with strategy but also includes loads of secret rooms and hidden techniques. The cynical among you might resent the return of further retro titles, but with Bubble Bobble Pack, while the graphics might hark back to an earlier age, the gameplay is as refreshingly original as ever. The addictive game play means that it's a practically indestructible title, and there aren't a great many modern games you could say that about so often. And it's only thirty quid which means it won't burn a proverbial hole in your pocket!

BUBBLE BOBBLE PACK



The legendary Bob and Bob are back and they're as addictive as ever. Excellent in both one and two-player, this is a winner for sure.

OUT NOW

CD FILMS/MUSIC

To buy any of these titles, you'll need a video edition carding £15.99, your ref code for more details.

**DISC**
VIDEO**DISC**
VIDEO
AUDIO**HOME STYLING**

BY: DAVID COX PRICE: £15.99 RATING: ***

Two brothers and their mother are trying to get away from their past. They're heading to a new home, and directed by Kathryn Bigelow, one of the most exciting names in cinema, with Patrick Swayze and many from the "Death Wish" generation". But don't let that put you off, starring Jamie Lee Curtis as a widow in the tell of a madman, who, it turns out, happens to be tailoring her, like contains all the love, and loves of a client, that she has ever known. It's about a month ago which shows this movie is a bit poorly timed, but fans of camp killers - or the decidedly incoherent *Lessons* (sic) - for that matter - will find something to be excited about.

**THE PRINCESS WIFE**

BY: DAVID COX PRICE: £15.99 RATING: *****

Combining cult status (original *The Princess Bride*) with comedy (that of *Meet the Parents* fame). There are plenty of quirky cameos in the film (Milly Crystal is a quick who brings people back from the dead, and Matt Smith is the owner of a complete tortoise). The main characters are similarly bizarre and there's lots of gags (weaves the deal between the two ladies, the passing over and Mandred's revenge for his father's death). It also has not aged well (making it a far more watchable purchase). And because it is after all a classic, "You've got a happy ending".

**YOUNG GUNS**

BY: DAVID COX PRICE: £15.99 RATING: **

Two young men, a young woman and a young girl, are trying to get away from their past. They're heading to a new home, and directed by Kathryn Bigelow, one of the most exciting names in cinema, with Patrick Swayze and many from the "Death Wish" generation". But don't let that put you off, starring Jamie Lee Curtis as a widow in the tell of a madman, who, it turns out, happens to be tailoring her, like contains all the love, and loves of a client, that she has ever known. It's about a month ago which shows this movie is a bit poorly timed, but fans of camp killers - or the decidedly incoherent *Lessons* (sic) - for that matter - will find something to be excited about.

**QUEEN CHAMPIONS OF THE WORLD**

BY: DAVID COX PRICE: £15.99 RATING: ***

The last album that would give it the greatest success in the studio, but we have to believe that retains a sense of tact. It's a strange thing that Queen fans (and there are a rather disturbing amount of them) are the kind of music enthusiasts that insist on buying all of the greatest hits, the T-shirts, the books, the videos and even this, a mix retrospective that looks back on the good old days when Freddie Mercury was still breathing. It breezes predictably through the footage and interviews, blending the rhythmic and the sentimental to make a real certified must of us would更何况。

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Introducing...



The best-looking adventure you'll could be...

GRANDIA

This month we have a decent feature on Dark Savoir, the new RPG from Climax - the creators of Megadrive Landstalker. Well, in Japan, gamers are already gearing themselves up for the next great Saturn adventure title. It's name? Grandia.

This new game is being developed by Game Arts - one of Japan's most respected names. These are the guys behind the acclaimed Sliphed on Mega CD and of course the recently released Gun Griffon (rated at 88% in issue #9). Grandia, however, looks like being one of the most spectacular looking RPGs to date.

So what's so great about it? Well, Game Arts are renowned for their technical expertise, with a huge understanding of the workings and applications of 3D. Unlike Dark Savoir, this isn't just an action RPG - a huge range of options are available concerning interactivity with objects and people. So, whilst you can rove the landscape around like Climax's classic, Game Arts have also worked on making the surroundings very real. Also, unlike Dark Savoir, all of the objects are real time 3D textured polygons - not just scaled sprites.

Still not convinced about the brilliance of Grandia - even with these brilliant screenshots? Well, get this: Game Arts have enlisted the aid of one of Japan's foremost computer graphic rendering artists to produce the visuals along with a member of the world-renowned Skywalker Sound (lower one George Lucas) to come up with the audio side of things.

We'll be following the progress of Grandia over the coming months - can it match up to the expected brilliance of Squaresoft's forthcoming PlayStation EPG, Final Fantasy VIII? Only time, and indeed us, can tell.



Bee of Japan's Arremet CD studio is responsible for Grandia's amazing looks. Peep, your eyes!



Despite has been a project a long time in the making. Despite the fact that we have only just heard of it, the game was originally conceived as a Mega-CD product!

You! We've been waiting for you! If it is all right with your good self, I would be most honoured on getting the fine publication known as SEGA SATURN MAGAZINE put aside for me on a monthly basis, whereupon I shall re-order your fine establishment and purchase said journal.

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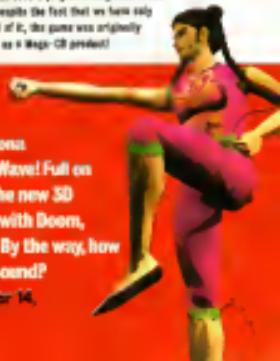
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NEXT MONTH...

In a word: AWESOME! We'll be checking out: Daytona

Championship Circuit Edition - Reviewed! Crime Wave! Full on interviews with the creators of Virtual On and the new 3D Street Fighter EX coin-op! More incredible stuff with Dooms, Scorchers and Amok! And yet more stuff! Oh yes. By the way, how does the idea of a brilliant Virtua Cop 2 review sound?

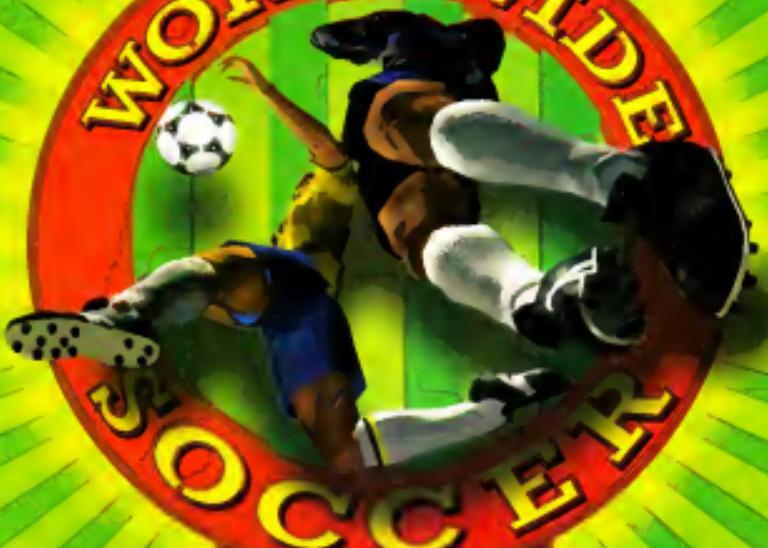
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